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ABSTRACT

This manual presents materials which were designed for use by librarians in planning for and implementing the 1990 Iowa summer library program, "Silly Dilly Summer." The manual includes the program's planning materials (e.g., the resource list and a planning checklist) and publicity materials for promoting the program. The other sections include a list of points to keep in mind when designing a reading incentive program, decorating and display ideas, a list of program ideas, projects and activities, activity pages, and a bibliography. The bibliography is divided into three parts: (1) picture books and books for younger readers; (2) books for older kids; and (3) professional resources bibliography. Concluding the manual are a list of additional resources, clip art for promoting the program, an index to the manual, and the program's evaluation form. (MAB)

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1990 IOWA SUMMER LIBRARY PROGRAM

SILLY DILLY SUMMER

Sponsored by the State Library of Iowa

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SILLY DILLY SUMMER

1990 Summer Library Program
Sponsored by the State Library of Iowa

By Jan Irving
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Office of Library Development
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Des Moines, Iowa 50319

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Introduction to a Silly Dilly Summer

When the 1990 Summer Library Program Advisory Committee met together in the spring of 1989, we tossed around themes from funny food to dinosaurs. After all we had been around the world one summer and back home in Iowa another summer. We had been to the circus and even as far as "Where the Rainbow Ends." Where and what could we do next? Finally, after stretching our imagination and tickling our funny bones, we decided it was high time to focus on fun--a silly summer.

After I collected ideas from the committee and read through the evaluation forms sent from libraries all over the state, I began the task of assembling the manual itself. I have shown parts of the programs to Carol Elbert, Youth Services Coordinator of the Ames Public Library, and Paula Brandt, Coordinator of the Curriculum Laboratory at the University of Iowa for their advice. I have talked with various members of the committee, especially Tami Chumbley, as I was writing this manual. I would like to thank all of you who helped me in the course of this project.

The artist selected for this summer is Adele Figura of Ames. Adele works part time as an artist for the Ames Public Library so she is familiar with the kinds of publicity and programming libraries do. This background added to her fine artistic talents make the manual and publicity pieces delightfully whimsical and easy for everyone to use in carrying out the theme "Silly Dilly Summer."

Planning and publicity pages include the usual check lists and press releases. In addition, you will find a list of words and phrases associated with the theme to generate your own ideas for publicity and planning. I generally begin with a words and phrases brainstorm list to help plan publicity and programs, to use in selecting just the right phrase for a poster or flyer so I decided to include one for you as well. The "Silly Dilly Summer Skit" gives you another publicity approach.

You will discover sections on decorations and displays, crafts, games, activity pages, and programs. In fact, a big chunk of the manual is devoted to programming since the committee asked for specific programs to use with different age groups. "Lots of programs so I can just pick up the manual and use it right away!" said one committee member. The programs range from a silly monkey program for toddlers to one featuring silly songs and another focusing on pickles. Some programs are planned around specific authors of humorous books such as Dr. Seuss and Bill Peet.

These days it's especially tricky to use copyrighted material. I asked for permission to use a few crafts from one source and the publisher asked for a rather substantial fee. I talked with several librarians who have adapted their own Amelia Bedelia

scripts for use in their own libraries without securing copyright permission. I believe this can fall under the "Fair Use" clause of the Copyright Act of 1976. As I was writing the Amelia Bedelia Program for this manual, I wrote my own Amelia Bedelia script using original situations and then when it was finished I realized that just using the Amelia Bedelia character in print would have been a violation of the copyright. I tried to secure permission from Peggy Parish's publisher, Greenwillow, but, as of press time, did not receive a positive reply. Instead, I used our own mascot, Silly Dilly, for the character in this script.

The bibliography near the end of this manual is divided into three parts. The first section on picture books and selections for younger readers is the longest since most circulation comes from this section of the library, and librarians rely upon these titles to build most of their programs. Even though the list is thirteen pages long I had to omit many titles that are good choice for this theme. Isn't it lucky that we have so many funny books to choose from? In this list you will find stories as well as poetry books, jokes and riddle books. Song collections are listed with the professional and resource books. Generally I have listed only one book by a single author with the exception of authors like Bill Peet, Dr. Seuss, and Peggy Parish since full programs are planned on them. The second bibliography is much shorter, a selected list of humorous books for older readers. This is just a list to acquaint you with a few of the authors of humorous books written in chapters. The third list includes a variety of professional books and resources to help in program planning. All lists are annotated so that they will be more useful to you. Most of the titles are still in print but particularly good sources were listed even if they are not since many libraries have these books on their shelves.

The clip art in this manual is just one more feature that we hope will increase its usefulness. As you make bookmarks, place ads in your local newspapers, and design announcements throughout the summer, we hope you will find many varied uses for these logos.

Please take time to fill out the evaluation form at the end of the manual when you are finished with the summer. Hopefully, the summer won't finish you off. And, have a barrel of fun with "Silly Dilly Summer"?

Cheers!

Jan Irving
1990 Iowa Summer Library Program Coordinator

Planning For a Silly Dilly Summer

Right along with ordering films from the State Library and extra joke and riddle books for your collection this summer, you will want to involve as many people in your library and community as possible in the planning process.

A planning checklist appears in the manual to encourage you to think through your needs well in advance.

Consider using a "focus group" approach, suggested by the American Library Association Public Information Office. Plan several focus groups--perhaps one of teachers, another of children, another of parents--to share ideas for your forthcoming program. It's a fascinating way to brainstorm activities and publicize your program at the same time.

A Resource List To Tickle You Pink

Compile your own VSP list--a list of Very Special People--who may be willing to devote time or prizes to your program. Teachers who have brought classes during the school year to your library are often willing to return the favor by assisting with storytime. Local artists or senior citizens have special talents to contribute to craft fairs. Businesses will contribute food prizes or gift certificates. As you plan special events, look over your VSP list. Successful programs are often tailor made to the talents and resources within your community. For example, every town has its share of musicians so you can round up an assortment of harmonica, banjo, mouth harp, and even washtub players for a "Silly Song Night."

The Iowa Arts Council maintains a roster of artists available for programs. Funds are available through the Arts to Share Program for libraries and other community non profit groups to sponsor artists for one day residencies. This is a wonderful opportunity to bring a puppeteer, mime, storyteller, dancer, visual artist, poet, musician to your library for an interactive program this summer. Contact Kathleen Hill, Director of Expansion Arts, (515-281-4451) or write her c/o The Iowa Arts Council, Capitol Complex, Des Moines, Iowa 50319.

In contacting businesses for solicitation, keep these pointers in mind:

* Write on library letterhead stationary.
* Communicate enthusiasm for your library program.
* Ask for a specific gift or amount. (You often get what you ask for.)
* Explain how you think the children of the community will benefit from this request.
* Indicate that you will follow up this request by phone or in person soon.
* If you are successful, be certain to send a prompt thank you note.

P L A N N I N G C H E C K L I S T

PROGRAM PLANNING	FEBRUARY	MARCH	APRIL	MAY	JUNE
1. Determine scope of program					
a) type of program--contract, read aloud, incentive					
b) length of program--number of weeks, days per week					
c) target population--ages, family, handicapped, special needs					
d) library related programs--type, number, speakers, films, final program					
e) double check with other organizations for possible conflicts or cooperative involvement					
f) registration procedures/ reading record					
2. Determine budget and staff					
a) budget--program, personnel contributions					
b) staff--obtain part-time help or volunteers					
c) solicit donations--money, volunteers, time, materials, human resources					

PUBLICITY/PROMOTION	FEBRUARY	MARCH	APRIL	MAY	JUNE
1. Determine type of publicity					
a) media--who/when-what type					
b) school visits--letters, promotion talk, publicity handouts					
c) flyers, posters					
d) media releases					
e) registration handouts					
2. Prepare written materials, school visits, outreach to special groups					
3. Order special materials from resources listed					
4. In-library promotion					
a) room decoration					
b) bulletin boards					
c) bookmarks					
d) special handouts					
EVALUATION					
1. Return State Library evaluation form.					
2. Assess changes and prepare for next year.					

Promotion and Publicity
To Keep Them Laughing in the Aisles

Classroom visits, letters to teachers and parents, news releases, public service announcements, cable television spots give us a tremendous opportunity to show communities what we have to offer in our libraries. These need planning just as much as our program details do. For example, consider sending letters promoting your summer program home with parents at the spring parent conference time if that is convenient with teachers in your community. Here is a check list of promotional possibilities:

* Plan classroom visits or ask school principals if you can do a skit for the whole school. (See the promotional skit in this manual.)

* Reinforce the visit by sending home a flyer, letter, or a calendar of forthcoming events.

* Send news releases to your local newspaper, radio or television station. (See example in this manual.)

* Contact local community calendar offices or local arts councils so your events can be included on their master calendar.

* Ask if you can appear on local talk shows on radio or television.

* Send public service announcements to radio or television stations several weeks before you would like to have them used. (See samples in this manual.)

* Distribute promotional materials in person--in shopping malls, at community events such as home shows--and take posters to stores, recreation centers, churches.

Phrases and Words To Use In Publicity
A List of Brainstorms

Fun-filled
Lighthearted
Zany
Sillies
Off the wall
Keep them rolling in the aisles
Shake my sillies out
Good natured fun
Tickled pink
Crazy mixed up
Side splitting
Tickle your funny bone
It's a dilly
Leg slapper
Heart warming
Laughing Hyenas
Funny Bunnies
Merry-making
Tongue twisters
It's a joke
It's a laughing matter
Giggles
Laughing matter
That's a whopper!
Chuckles
Roaring with laughter
Hilarious results
Touch of whimsy
Good clean fun
Last laugh
More fun than a barrel of monkeys!
A Barrel of fun!
He who laughs, last!
He who laughs, lasts...and she (or he) who reads thrives!
Be wise...crack a book this summer!
Your library is no joke...just a lot of fun this summer!

Silly Dilly Summer--It's a Dilly!

Sample News Release

Contact: Your Name
Address
Phone Number

Date:

FOR IMMEDIATE RELEASE

---------- Library Announces Summer Program

Silly Dilly can be seen around town. He's certain to bring a smile to the faces of anyone who sees him. And he sports a bag full of books because he is this summer's mascot for "Silly Dilly Summer" at ---------- Library.

"Silly Dilly Summer" begins on ---------- (starting date) and runs until ---------- (closing date) for children from ---------- through ---------- (age or grades).

Children can register at the library where they will receive a free Silly Dilly bookmark and a chance to earn ---------- (prizes) for reading books (or making library visits). The program and its activities are free.

During the summer the Library will also sponsor ---------- (give a number) special events as well as regular storytimes.

"Silly Dilly Summer will combine fun-filled programs, reading incentives, and the motivation to make reading part of your child's busy summer," says ---------- (children's librarian or director's name). "Keeping children reading during the summer is one of the best ways we can insure that reading skills gained during the school year are not lost."

To register for this program, visit the library or call ----------.

Public Service Announcements

Contact: Your Name
Address
Phone
Date:

Ten Second Announcement

Where can you tickle your funny bone and shake your sillies out? At your library this summer! To register for "Silly Dilly Summer" visit ---------- Library or call (number).

Twenty Second Announcement

Hey kids! What's green with bumps? A Silly Dilly Pickle! And what kind of bones does a Silly Dilly have? Funny bones, of course! And where will you meet Silly Dilly? Carrying books to the library this summer! Join "Silly Dilly Summer"--the funniest library program ever created--beginning on ---------- (date) at ---------- Library. Register by stopping by for a visit or calling (number).

Silly Dilly Summer Skit

Use this skit to promote your summer program--in schools, on the radio, for cable television or at any convenient gathering place in your community! You can use it as a reader's theatre script or ask two people to act out the parts with you.

Reader 1: What can you do at your library during Silly Dilly Summer?

Reader 2: You can crack jokes!

Reader 3: Jokes? At the library?

Reader 2: Certainly! The library has lots of joke books.

Reader 3: What kind of jokes?

Reader 2: Knock Knock.

Reader 3: Who's there?

Reader 2: Pig

Reader 3: Pig who?

Reader 2: Pig out on all the fun!

Reader 1: What else can you do at your library during Silly Dilly Summer?

Reader 2: You can sing silly songs!

Reader 3: Songs? The library has silly songs?

Reader 2: (singing) The Old Grey Mare she ain't what she used to be---

Reader 3: Not that one! That's not silly.

Reader 2: (singing) Great Green Gobs of Greasy Grimy Gopher--

Reader 3: Not that one! That's gross.

Reader 2: I know. Let's sing this one together.

Silly Dilly Summer Song
Tune: Old Grey Mare

Silly Dilly Summer Sounds Super Duper Fun to me
Super Duper Fun to me, Super Duper Fun to me,
Silly Dilly Summer sounds Super Duper Fun to me
Won't you join the fun?

Reader 1: O.K. But what else can you do at your library during Silly Dilly Summer?

Reader 2: You can read a book!

Reader 3: A book?

Reader 2: Yes! A silly book by Dr. Seuss
Or one by good old Mother Goose.

Reader 3: Mother Goose? She went out with high button shoes!

Reader 2: Then try Judy Blume
Or Beverly Cleary
A day with Ramona
Never grows dreary!

Reader 3: But I usually just watch T.V.

Reader 2: But look at what you're missing--
Peter Rabbit
Charlotte's Web
Let a light in the attic
Go on in your head!

Reader 3: You can find books like those at the library?

Reader 2: That's what I've been trying to tell you!

Reader 3: If that's what I'll find at the library, just tell me again about Silly Dilly Summer.

Reader 2: Just go to your library on ---------- because .....

All: (singing)

Silly Dilly Summer Sounds Super Duper Fun to me
Super Duper Fun to me, Super Duper Fun to me,
Silly Dilly Summer Sounds Super Duper Fun to me
Won't you join the fun? (Spoken: COME!)

Reading Incentives

(Or Reading Is a Whole Lot More Fun Than a Book Report)

Ask almost any kid you know if they really LIKE book reports. Bet you ten cents what they'll say! So, what can we do to make reading appealing and still guarantee that children are reading books that are appropriate for their reading level? How can we use reading as an incentive to library use and increased circulation? Good questions. The answers vary, but here are some points to keep in mind when designing your reading incentive program.

1. Stimulate the reading habit by providing attractive book displays and shelving units. If bookstores can market their books, we can do just as well as if not better. Remember the phrase from Mother Goose "to market to market to buy a fat pig?" Let this guide you--to market to market to find a fine book!

2. Encourage quality reading through booktalks, building programs around books that children might not discover on their own, and creating bibliographies and book lists of good books to read. But don't get too "duty bound" to lists. After all, we all like to read some lighter fare. Notice too that most of the programs created in this manual are springboards for books. The reason for this is that library programs that take children back to books will encourage reading rather than making it seem like an afterthought.

3. Studies show that keeping kids reading during the summer is far more effective than teaching reading skills in helping children remember what they have learned during the school year. Just like music students know, there's nothing like practice to improve a skill!

4. Rather than making a public display of children who "read the most books during the summer," consider individual reading contracts or a "group quantity of books read." Many children have difficulties reading so the public display only discourages them further. Far better to encourage participation by many instead of fierce competition by a few!

5. Decide what kind of "reporting" or "recording" method of books (or library visits) you can handle in your library. Smaller libraries may find the time for staff to discuss books with each child. Medium size libraries sometimes help children record the titles of the books they have read on individual reading logs. Some of the larger libraries have reported that they feel too swamped to punch reading logs for each title a child reads. Here are some alternatives. Have volunteers help punch reading logs or let children record their own titles. One librarian reported to me that she keeps the reading logs to send to elementary schools in the fall so that teachers know what children participated in the library's summer program. Just think what cooperation between the public library and school system must exist in her community!

6. You may want to set a minimum number of books read (and/or library visits)--perhaps 5 or 10--then provide a small prize. Some libraries hold a party at the end of the program as a culminating event then invite children who have completed this goal. The certificate provided by the State Library can be handed out to each child at this time.

7. To encourage library circulation require that books reported must be library books read during the summer program.

8. Consider including preschool age children in your program by giving credit for books read aloud to the child by a parent, child care provider, or older child.

9. Many librarians wish to monitor "appropriate reading level" for children so that upper elementary children do not get credit for reading picture books. Since many older children do not actually read on their grade level, libraries need to also provide high interest, low vocabulary materials and be somewhat flexible on this issue.

10. Libraries sometimes use a "contract approach" that allows the child to set his or her own limits. You can suggest a range of books the child might wish to attempt to read such as 5 to 25 books during the course of your library program. Give the child the option of renegotiating the contract up or down so the responsibility is on the child to meet the agreement. Prizes are given when the contract terms are met.

11. The reading log in this manual may be used as a part of your reading incentive program. Even if you don't use a recording method in your library you may wish to photocopy this two sided reading log to encourage children to read on their own.

12. Remember, this is a "Silly Dilly Summer," so have a good time with books and your library program beyond the routine of school and reports!

SILLY DILLY SUMMER

READING LOG

BOOKS I HAVE READ THIS SUMMER

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

13. _____
14. _____
15. _____
16. _____
17. _____
18. _____
19. _____
20. _____

Decorating For a Silly Dilly Summer
(Off the Wall Ideas)

Rub your funny bone and stretch your imagination for this summer's theme. Room displays and bulletin boards can be appropriately described as "off the wall." The poster provided by the State Library features our Silly Dilly Logo. Display copies of the poster around your community and use the Silly Dilly logo in publicity so children will associate fun with coming to your library program. Use ideas from the clip art section of this manual. Enlarge the Silly Dilly of your choice with an opaque projector to life size. (What size is that, you ask? Probably the size of Big Bird or your average sized ostrich, but he can be any size you wish.) Cut out the various body parts from light weight posterboard and join the sections with brad fasteners. Suspend Silly Dilly from a doorway or over a card catalogue to greet children.

Her are some additional display ideas:

Absurd "Art" Displays

Oldenberg's gigantic umbrellas and soft sculpture light plugs, Oppenheim's hairy teacup, and Salvador Dali's limp watches all show us that today's art can be fun and full of nonsense. It can cause us to look in new ways. Create some playful displays of your own and invite children to name your creations. Here are a few possible creations: a jar of peanut butter wearing a hat, a banana with a moustache, a stuffed shirt. Combine objects with joke and riddle books.

If you want to include a slogan, you might add a sign that reads: "Absurd to Zany--Humorous Books from A to Z!"

Silly Summer is Full of Iowa Corn

Think big and display a wheelbarrow full of corncobs, a wagon full of popcorn, or borrow a popcorn machine from a local business for this display. This display might be used for opening day or for a special event. Display books on Iowa, or books on popcorn such as Tomie de Paola's <u>The Popcorn Book</u>, and tall tales.

Pickle Dilly Place

Pick up on the pickle theme portion of this program and make a giant soft sculpture pickle (described in the "Crazy Crafts" section of this manual). Turn a refrigerator carton into a pickle bus. Gail Firestone made a magic bus out of a large packing carton to use at the Ames Public Library last summer. I understand she plans to convert this to a picklemobile for this coming summer. Ask her for suggestions. Use the pickle bulletin board idea described in this section, and fill display cases with jars of pickles and copies of books such as <u>Pickle Things</u> (now back in print!) and <u>Pickles Have Pimples and Other Silly Statements</u>. Make one wall into a pickle patch and tear large sheets of green construction paper into pickles. Refer to the program in this

manual "Pickles Are Dillies" for more ideas.

Silly Dilly Says

Enlarge the Silly Dilly logo and make a poster inviting kids to guess what expressions describe the following displays:

1. Stuffed cats and dogs hanging from the ceiling with umbrellas
   Answer: Raining cats and dogs

2. A light bulb in a flower pot
   Answer: Plant a bulb

3. A kite
   Answer: Go fly a kite

4. Garden glove with thumb painted green
   Answer: Green thumb

5. A bucket with a drop of paint or colored water inside
   Answer: A drop in the bucket

Add display books on funny uses of language such as The King Who Rained by Fred Gwynne, In a Pickle and Other Funny Idioms by Marvin Terban and Amelia Bedelia books.

Stretch Yourself: Use Your Library

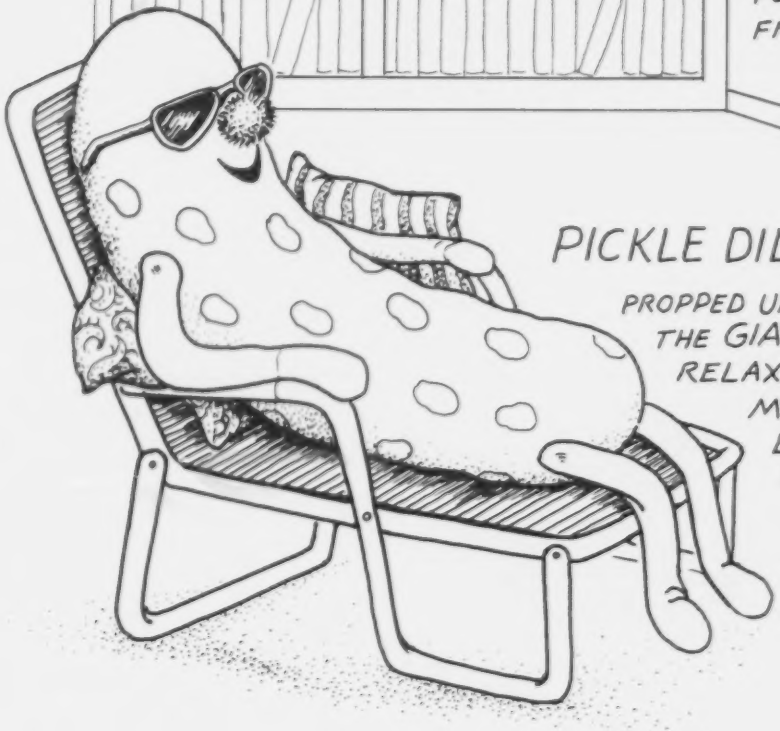
This display enlarges upon the "stretchers" idea (see the program "Silly Stretchers and Noodleheads" in this manual). Display larger-than-life items such as Paul Bunyan's handkerchief (a checkered tablecloth), Paul's toothpick (a log), and make a posterboard of "Big Paul" (see the "Crazy Crafts section) to greet tall tale lovers!

Tickle Your Funny Bone

Hang a Halloween skeleton along with a large feather next to the funny bone (elbow bone) and add a lot of "HA HA HA's" coming out of its mouth. Display joke books along with this display.

SILLY DILLY SUMMER

LIFE-SIZE SILLY DILLY (ENLARGED FROM CLIP ART AND DRAWN ON 2 OR 3 POSTER BOARDS) HANGS FROM CEILING.



PICKLE DILLY PLACE

PROPPED UP WITH PILLOWS, THE GIANT PICKLE RELAXES IN A LAWN CHAIR. MONOFILAMENT FISHING LINE ATTACHES THE PICKLE TO THE CHAIR.

What's Silly?

Children are fascinated with pictures that show silly things happening or objects with missing parts. Make a display with actual objects and invite careful observation. The objects can fill a display case or be arranged on the top of a bookshelf or the card catalogue. Here are a few ideas to start you thinking:

1. One half of a pair of glasses
2. A pencil with no lead
3. Tennis shoes with no laces
4. A shirt with no buttons
5. A skateboard or a skate missing a wheel

No Such Things

Display the creatures that children create that are suggested in this manual under the "Bill Peet's World of Silly Animals" program. This display then is the result of a contest the library sponsors. Children make three dimensional "no such things" or draw murals, make pictures, or write stories. The library is the backdrop for children's art and celebrates the ingenuity of children in your community.

Preprogram Art Fair

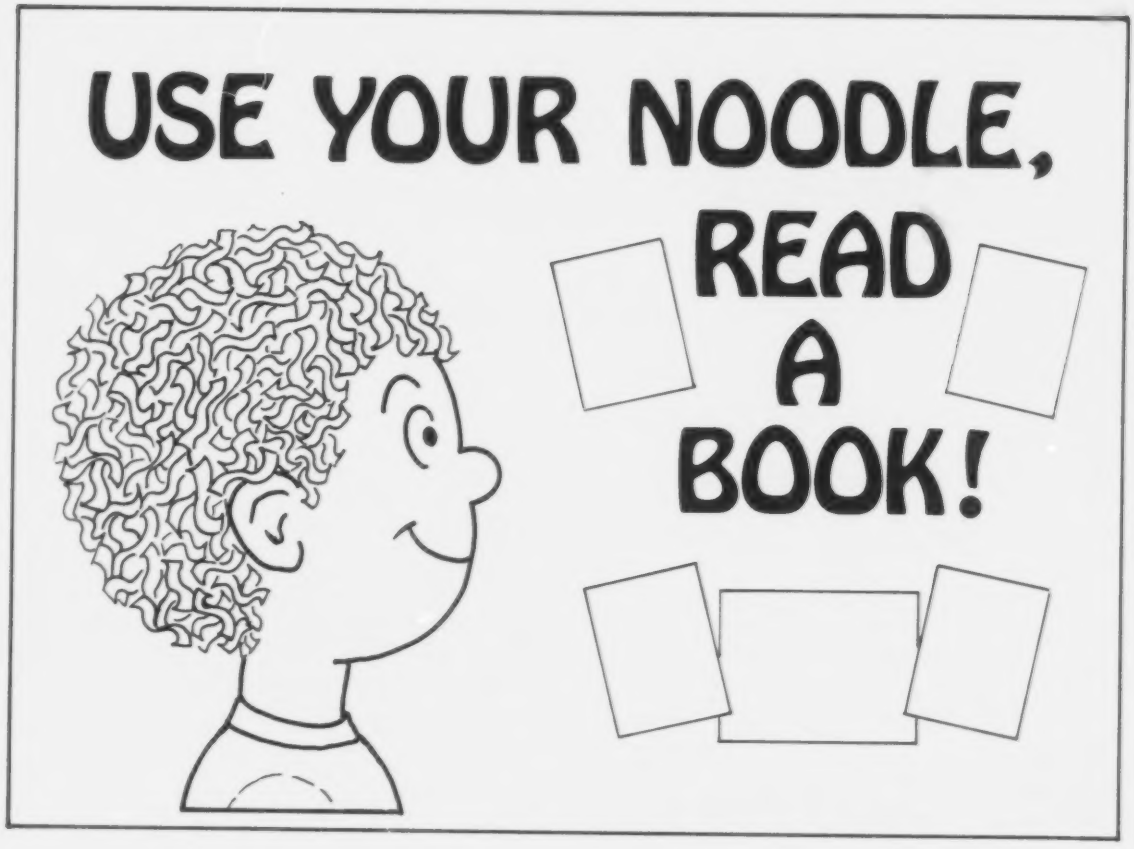
This idea saves you time of making the projects described in this manual yourself. Simply stage a "preprogram fair" for a select number of older kids from middle school to high school. Supply materials for some of the projects such as "Silly Dilly Me," and "Silly Dilly from a Tube" found in the "Crazy Crafts" sections. Invite kids to come in and make the projects for your program then hang them up before the program begins. This fair might work better if you hold it after library hours and serve pizza to the teen helpers!

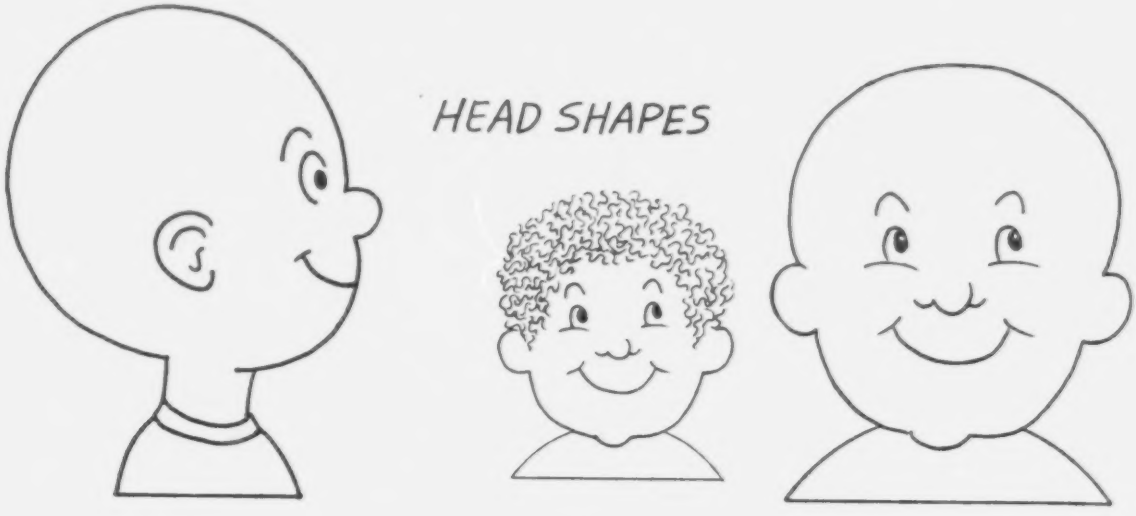
Another approach would be to ask senior citizens or kids who might not otherwise participate in the program--for example, special populations who have handicaps that make it difficult to attend regular library programs. If you do rely upon outside help for your display, give them plenty of credit. Newspaper articles can give credit to your summer "guest artists."

Bulletin Boards That Will NOT Bore You to Tears
(Maybe you'll laugh yourself silly!)

"Use Your Noodle, Read a Book!"

Picture a noodlehead (a face with noodles glued all over the head) and book jackets. See illustration for ideas.





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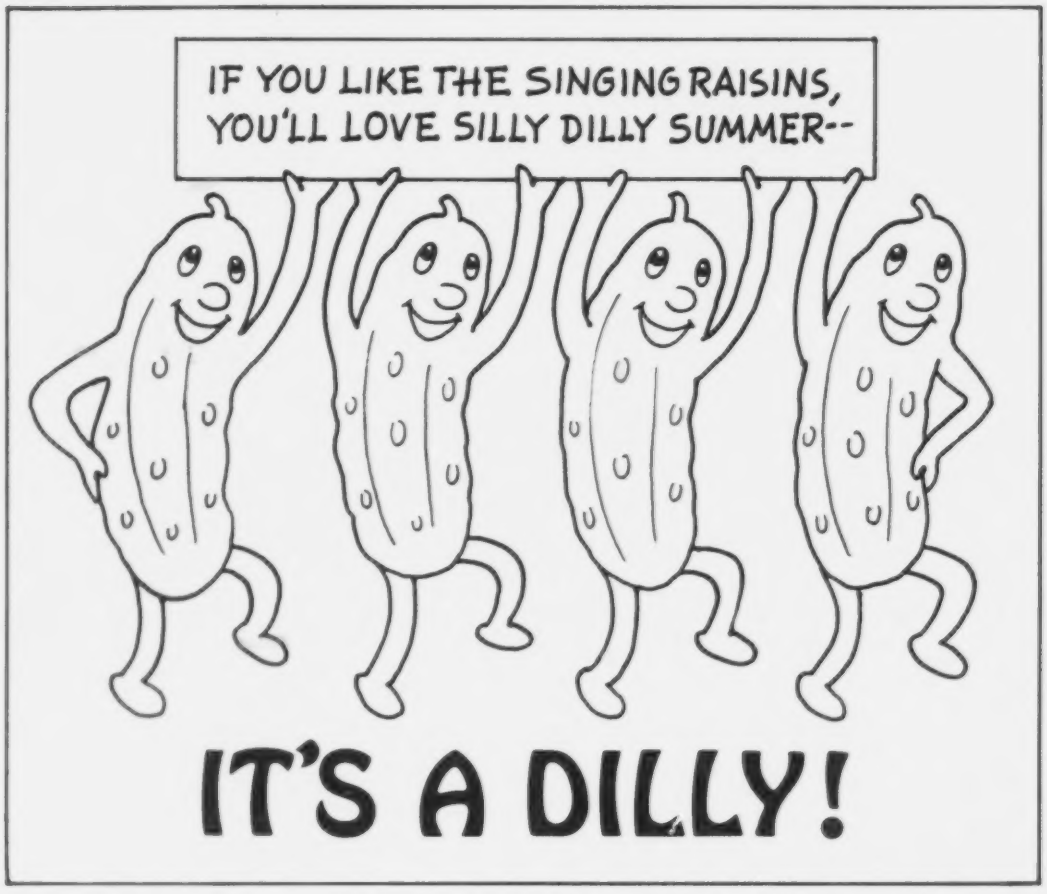
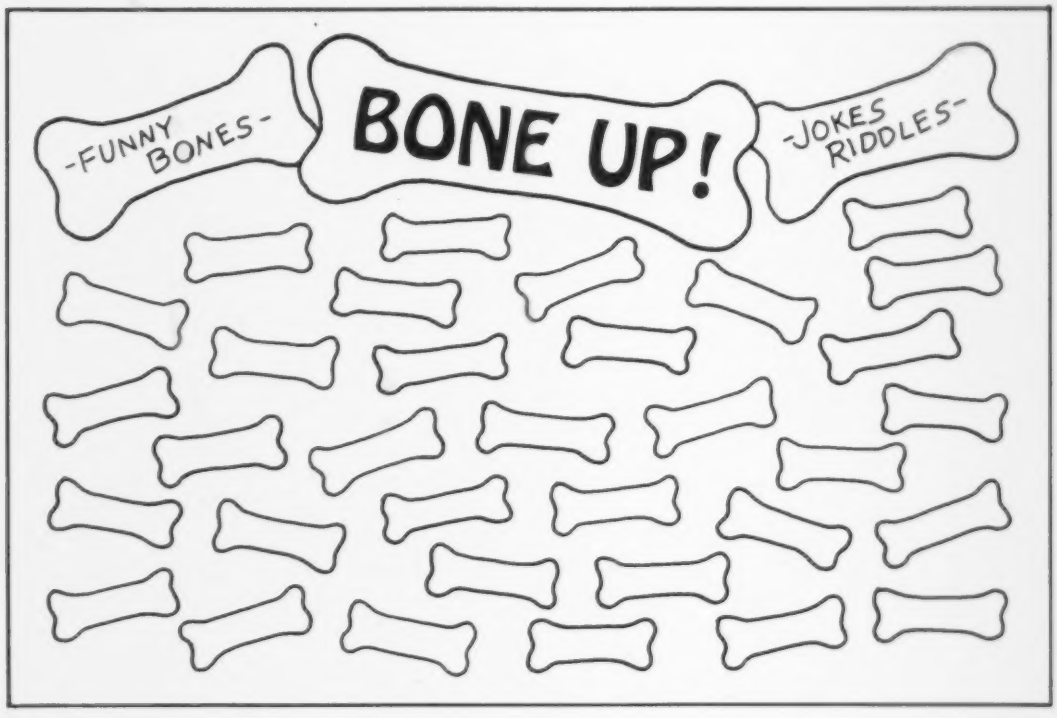
"Silly Dilly Summer--It's a Dilly!"

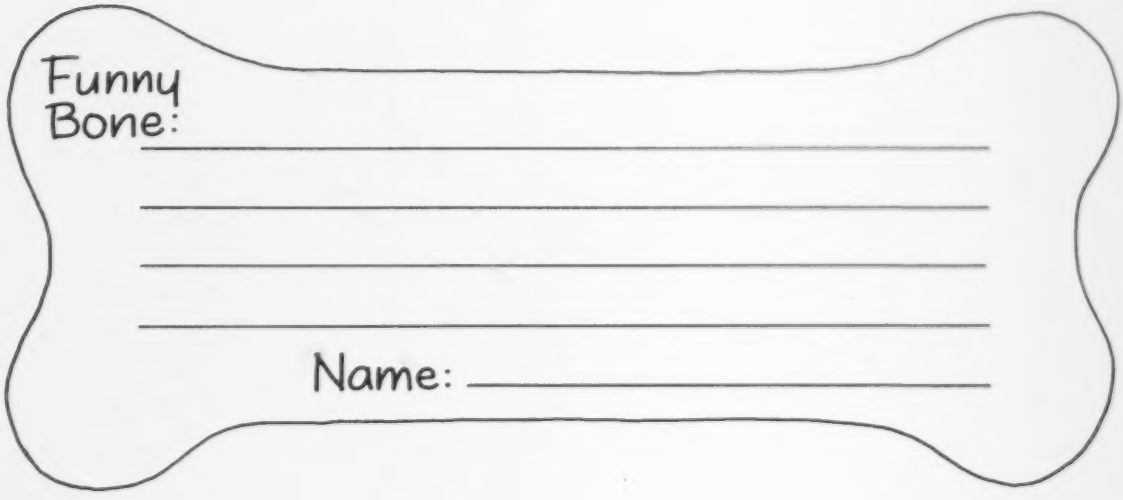
This bulletin board shows a line of dancing pickles (see illustration) with the lines: "If you like the Singing Raisins, you'll love Silly Dilly Summer--It's a Dilly!" Bookjackets can also be combined with this bulletin board.



Bone Up!

This bulletin board is created by children so it will save you lots of time and is guaranteed to draw crowds! Give each child who registers for your program a bone shape (use pattern given in this manual) to write out his or her favorite riddle or joke. Be certain to have children sign the bone so everyone will know the "author" of the funny bone.





Silly Monkeys (For the Very Young)

Program Level: Preschool (Especially for 2's and 3's)

Books: Christelow, Eileen. Five Little Monkeys Jumping on the Bed
Perkins, Al. Hand, Hand, Fingers, Thumb
Slobodkina, Espyr. Caps for Sale.

Activities;

As a warm up activity sing "The Monkey in the Zoo" (a variation of "The Farmer in the Dell") substituting the names of zoo animals you wish. See the example below.

All of the books listed invite active participation. The Christelow book is often used as a fingerplay. Read the book then teach it to children as a fingerplay. Ask children to say the "dum ditty" words in Hand, Hand, Fingers, Thumb as you read this book a second time. And tell Caps for Sale as a flannelboard story after you have read it first.

In addition to the following story activities do the Silly Monkey rhyme below as a flannelboard. See the monkey pattern included in this book.

Silly Monkey (Flannelboard/Rhyme)

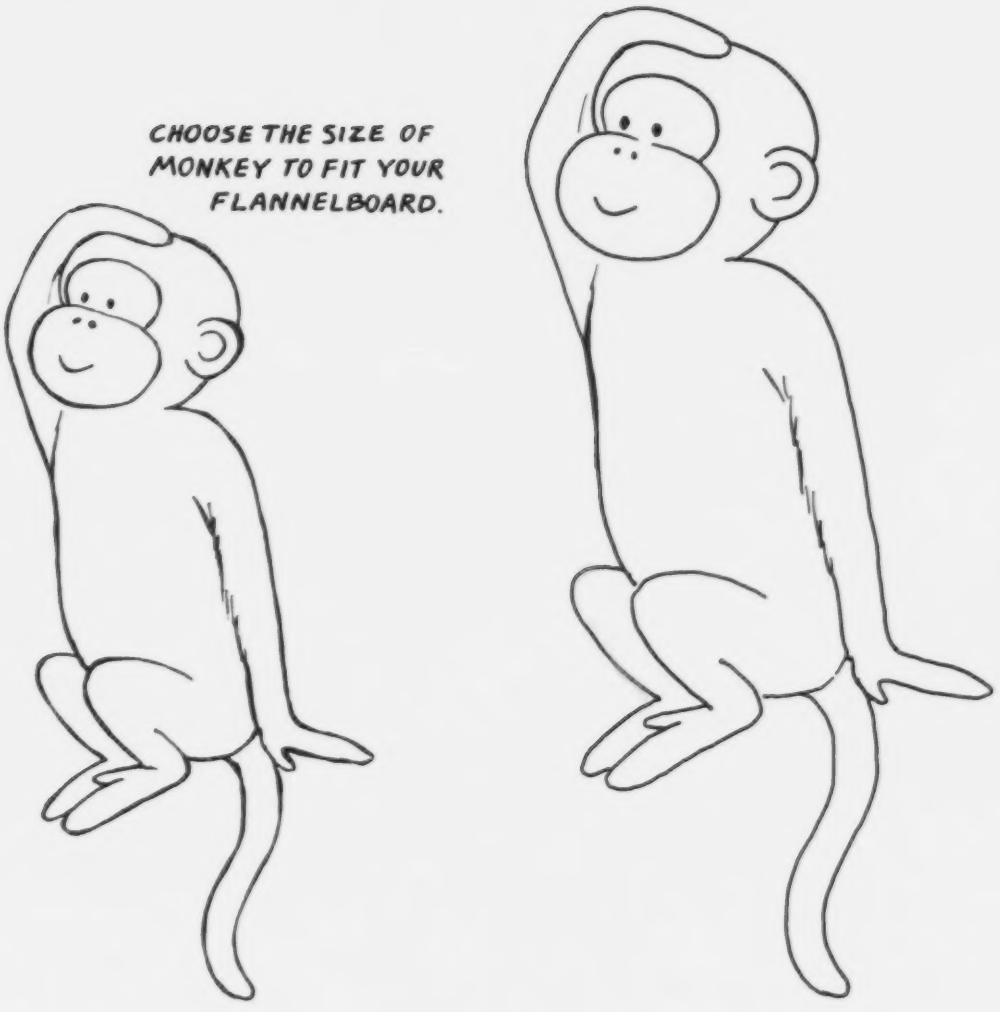
Silly monkey	
Silly me	
Count the monkeys	
1-2-3	(Place 3 monkeys on FB)
Monkeys	
4, 5 and 6	(Place 3 more on FB)
All clap hands.	(Everyone claps)
Do a trick.	(Touch toes)
7,8, 9, and 10	(Place 4 more on FB)
Count the monkeys all again.	(Count them out loud again)

The Monkey in the Zoo
Tune: "The Farmer in the Dell"

The Monkey in the Zoo.
The Monkey in the Zoo.
Heigh Ho the Derry-o.
The Monkey in the Zoo.

Add on your favorite animals in this fashion:
Monkey calls baboon
Baboon calls ape
Ape calls chimpanzee
(It might be fun to come up with members of the monkey family but any zoo animal will work.)

Silly Monkey Flannelboard Pattern



Funny Bunnies and Other Silly Animals

Program Level: Preschool through Primary (Ages 3-7)

Books:

Barrett, Judi. Animals Should Definitely Not Wear Clothing
Duvoisin, Roger. Petunia
Kent, Jack. Silly Goose
MacPhail, David. Pig Pig books
Marshall, James. George and Martha books
Quackenbush, Robert. Funny Bunnies
Rey, H.A. Curious George
Vaughn, Marcia. Wombat Stew

Activities:

As children come, use the Silly Dilly Animal Game as a warm up activity. This may be repeated later in the program.

Select several of the silly animal books, interspersing them with the action rhyme and the counting rhyme below or use the traditional fingerplays "Here is a bunny with ears so funny," and "Five little monkeys jumping on the bed."

Serve banana snacks if you use monkey stories. Make funny bunny or silly goose face masks using the patterns in this manual, especially if you read the stories by Quackenbush and Kent.

Funny Bunnies Counting Rhyme

Use this little funny counting rhyme to count the kids in the room or the fingers on your two hands. Another approach turns the rhyme into a flannelboard. Use the pattern for a funny bunny in this book and place the bunnies on the flannelboard as you count up to 10. Then ask children to count again with you as you remove the pieces from the board. Follow it up by reading Quackenbush's Funny Bunnies.

Bunnies in my closet
Bunnies in my bed
Count the funny bunnies
In my head.
1-2-3-4-5- (And so on until you've counted everyone, then end with this stanza:)

Funny bunnies here
Funny bunnies there
Funny bunnies, funny bunnies
Everywhere!

Nick Nack and Paddy Whack
Action Rhyme

Children love the phrases "Nick Nack" and "Paddy Whack" from the traditional song "This Old Man." This little action rhyme turns the phrases into characters. Teach this verse to children and invite them to slap their legs (one at a time) when you say the name "Nick Nack" and pat their tummies two times when you say the name "Paddy Whack." Then follow the other actions suggested in this rhyme for silly fun.

Nick Nack and Paddy Whack
Were two silly things
Nick Nack liked to snack
On chewy old string. (Chew)

Paddy Whack was pudgy
He liked to swallow pillows
That made him fatter
Than an armadillo! (Slap back)

Nick Nack was skinny
Paddy Whack was fat
But they were friends (Clasp hands together)
And that was that! (Clap three times)

Silly Dilly Animal Game

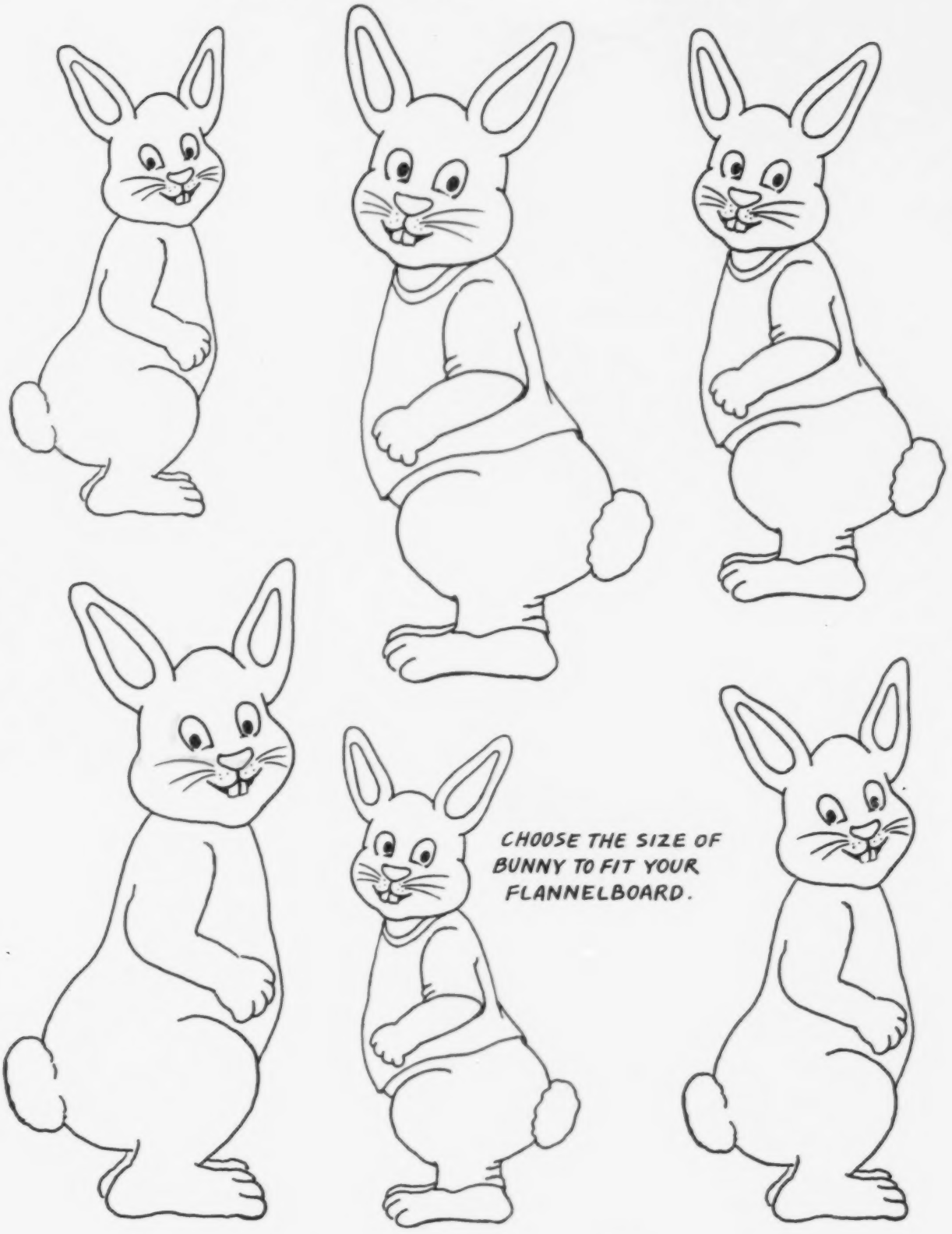
Use the following little rhyme to suggest a whole series of silly animal actions that kids can mime. The list of actions provided here is just a beginning for all the silly ideas you will be able to create on your own and with the children in your library.

Silly silly
Dilly dilly
Can you be
A silly dilly?

What about these silly dillies:

1. An ant doing pushups
2. A butterfly with hiccups
3. An elephant doing a ballet dance
4. A dog licking peanut butter off its nose
5. A frog doing a somersault
6. A giraffe trying on a turtle neck sweater
7. A turtle dribbling a basketball
8. An octopus scrubbing its back in the shower
9. A pig putting on two pairs of high topped tennis shoes
10. A chicken playing tennis

Funny Bunny Pattern for a Flannelboard



Silly Dilly Piccalilli

Stories in Rhyme, Silly Poems and Other Word Play

Program Level: Preschool through Primary (Ages 3-7)

Books:

Degen, Bruce. Jamberry*
Elting, Mary. Q is for Duck
Gwynne, Fred. The King Who Rained
Lear, Edward. The Owl and the Pussycat
Lee, Dennis. Alligator Pie
Lobel, Arnold. Whiskers and Rhymes
Mahy, Margaret. 17 Kings and 42 Elephants
Patz, Nancy. Pumpernickel Tickle and Mean Green Cheese
Pomerantz, Charlotte. How Many Trucks Can a Tow Truck Tow?*
Piggy in the Puddle*
Prelutsky, Jack. The Baby Uggs are Hatching
The Snopp on the Sidewalk

Note: Starred titles are appropriate for the youngest children.

Activities:

Younger children will enjoy the work play on a simpler level than the older ones but the booklist will allow you to choose a variety of silly rhymes that will suit your audience.

After you read aloud some of the books, pass out puppets and let children act out the stories in rhyme again. For example, simple sock puppets make great Uggs or Snopps if you read the Prelutsky books. Other books can be acted out the second time you read them. For example, choose children to act out the different animals in Mahy's 17 Kings and 42 Elephants. Elephant children can swing their trunks, "hippopotomums" can open mouths or sway, tigers can lap, peacocks can spread their arms like fan tails, and so on until everyone joins into the rhythmical parade. Use the following action rhymes and rhyming game as follow up activities for this program.

Hiccups and Belly Burps
Action Rhyme

Hiccup!	(Jump)
Hiccup!	(Jump)
Hold your nose.	(Hold nose)
This is how my onion grows.	
Scratch your elbow.	(Scratch elbow)
Turn around.	(Turn around)
Stick your tongue out.	(Yes, do this too!)
Make a frown.	(Frown)
Burp your baby	(Cuddle imaginary baby)
On your back.	(Burp baby)
Flap your wings!	(Flap imaginary wings)
Say "quack, quack, quack."	(Do as words say)

Silly you. (Point to other)
Silly me. (Point to self)
Who's the silliest (Palms up, questioning)
One I see?

Silly Monkeys
Fingerplay

Five little monkeys (Hold 5 fingers up)
Swinging from the trees (Sing arms to right and left)
Along comes an elephant (Lean forward, holding left arm in front like a trunk, right arm behind as tail.)
With wrinkly knees.

One monkey jumps (When one monkey jumps, right hand hops a monkey onto left arm trunk.)
On the elephant's trunk.
Now up in the tree (Point up)
Were four little monks. (Hold 4 fingers up)

Four little monkeys (Hold 4 fingers up)
Swinging from the trees (Swing arms to right and left)

(Continue verse as in the first stanza until you come to the final stanza that completes the idea like this:)

That monkey jumps (Jump monkey as before.)
On the elephant's trunk.
Now up in the tree (Point up)
There were no more monks! (Shake head)

Silly Dilly Rhyme Game

Teach children the following refrain, then add a string of silly statements and let them complete the rhyme. Older children will be able to come up with other statements.

Refrain:
Silly dilly
Make me a rhyme
I'll give you a word
Then in you chime.

I know a girl whose name is Anna
Her favorite food is a green -------! (banana, bandana)

Repeat refrain

I know a man, his name is Blue
His favorite thing is (a kangaroo, eating barbecue, playing with glue, making stew, saying pooh-pooh, chewing bamboo, kissing Sue, and so on!)

Repeat refrain

Let's go shopping in the catalog
I want to buy a ---------- (blue bullfrog, footlong hotdog, great big dog)

Repeat refrain

I know you will think this is dumb
But I would like ------ (a purple thumb, a wad of gum, a kettledrum, a wrinkled plum, to say "fee-fo-fum")

Silly Dilly Alphabet

Make up your own silly alphabet if you read Q is for Duck. For example, A is for seal because he is an acrobat, B is for rabbit because it is also called a bunny, H is for camel because it has a hump (or two). Children can draw pictures and dictate the words to adults or older children. This makes a dandy display too!

Silly Songs and Funny Bones

Songs, Stories to Sing, Jokes, Riddles, Tongue Twisters

Program Level: Preschool through Elementary Grades (Ages 3-11)

Introduction:

This program combines silly songs that can be enjoyed by younger children with jokes, riddles, and tongue twisters that are more easily understood by school age children. Some of the suggestions for sharing tongue twisters, jokes, and riddles in the activities section will help younger children appreciate the humor (or, at least, hold their interest more than if you just read the jokes from books.) There are so many good books available in this category that the list here is just a sampling. Enjoy!

Books:

Adler, David. The Carsick Zebra and Other Animal Riddles
Bernstein, Joanne E. Un-Frog-Gettable Riddles
Burns, Diane L. Elephants Never Forget!
Galdone, Paul. Cat Goes Fiddle-i-fee*
Glazer, Tom. Eye Winker, Tom Tinker, Chin Chopper
Hurd, Thacher. Mama Don't Allow
Nelson, Esther L. The Silly Song-book
Raffi. The Raffi Singable Songbook
The 2nd Raffi Songbook
Shake My Sillies Out*
Quackenbush, Robert. Clementine
Schwartz, Alvin. Busy Buzzing Bumblebees
A Twister of Twists, a Tangler of Tongues
Thaler, Mike. Funny Side Up!
Watson, Clyde and Wendy Watson. Father Fox's Feast of Songs
Westcott, Nadine Bernard. There Was An Old Lady Who Swallowed a Fly.*

Note: Starred titles are appropriate for the youngest children.

Activities:

Intersperse songs, jokes and riddles with some of the picture books that include songs (such as Mama Don't Allow) or just make this a song fest with jokes and riddles. You don't have to play a musical instrument for this program to be a success, but you may want to add wacky instruments such as a kazoo or a musical comb, spoons, pots and pans to add to the silliness.

If you use my two favorite silly songs "Greasy Grimy Gopher Guts" and "Everybody Hates Us...Guess We'll Go Eat Worms," serve appropriate food--tapioca pudding tinted green for the gopher guts or green noodles and Gummi Worms (purchased in candy stores) for the worms.

Wear silly clothes and invite kids to do the same. If you give prizes, make them be "something for everyone" such as a "wacky ribbon for wacky dress."

Use a mascot puppet (either a purchased one or just a woe begone sock with big button eyes and straggly yarn hair) to ask riddles when you get to the riddle portion of your program. Finish off your program with some of the other activities listed below.

Silly Songs on the Spot
A Song-Making Game

Hey, you know kids can do this! Start with a song that has lots of repetition so you'll just have to make up two lines. Here's a good one.

A-Hunting We will Go (For Anything)

Words to the traditional song go:

Oh, a-hunting we will go,
A-hunting we will go,
We'll catch a fox
And put him in a box,
And then we'll let him go.

Now, invite kids to change the third and fourth lines to make their own hunting songs. For example: We'll catch an armadillo/And put him on a pillow, We'll catch a skunk/And stuff him in a trunk.

Shake My Sillies (and Everything Else) **Out**

Raffi's popular song repeats the line "I'm gonna shake, shake, shake my sillies out" invites us to think of other funny things we might shake out of ourselves. Here are just a few to get you going: "I'm gonna laugh, laugh, laugh my laughies out," "I'm gonna giggle, giggle, giggle my growlies out," "Scoop, scoop, scoop my scowlies out," and so on until you've rid yourself of all the sillies and grumpies that you can! (Bet you can't do this with a straight face!) Be sure to act this song out as you sing it!

Mama Don't Allow (Anything) **Anyhow**

The traditional song "Mama Don't Allow" can be changed endlessly so that mama doesn't allow anything. For example, Mama don't allow no boot stompin' here in the house, Mama don't allow no piccolo playin' here in the hall. After you read the Thatcher Hurd book, you may want to make up your own "Don't allow" songs. Perhaps you will want to change the "Mama don't allow" to "Librarians don't allow."

Knots in My Tongue

Kids love tongue twisters so let them tie knots in tongues (made out of a length of pink fabric or fat pink yarn). After they've tied their own tongues in knots trying to say tongue twisters, they may tie a knot in the yarn. Who will end up with the most knots? The knot tying can be done individually or you can divide the group into two groups with one length of yarn for each group. Use the tongue twister books in the bibliography of this program or encourage kids to make up tongue twisters to try on one another.

Funny Bones You can Make

Encourage children to write down their favorite jokes and riddles (or make their original ones using the suggestions in Mike Thaler's Funny Side Up. Use the bone shape in this manual (provided in the displays and bulletin board section) and cut out plenty of these for children to write the "funny bones" jokes or riddles on. The funny bones can be taken home to share with family members or "fed" to a favorite stuffed animal or puppet. You might read some of the funny bones to the mascot "Riddle Me Puppet" that you use for this program. Other riddles are given in the activity pages of this manual.

Save the funny bones that kids write for the bulletin board "Bone Up" (see illustration in bulletin board ideas section) so that kids can read and re-read their friends' riddles. Leave room on the funny bone pattern for children to sign their names.

Funny Bones Song

Use the traditional "Head Bone connected to the shoulder bone" tune and make up your own funny bones version that might go something like this:

Oh, the head bone's connected to the neck bone
The neck bone's connected to the shoulder bone
The shoulder bone's connected to the funny bone
Oh sing a song of fun!

Continue connecting bones on down the body and ending each sequence with the funny bone and the last line of the above stanza.

This song is really funny if you also use the display "Tickle My Funny Bone" and hang a Halloween skeleton along with it!

Pickles Are Dillies

Program Level: Preschool through Primary Grades (Ages 3-7)

Books:
Barrett, Judi. Pickles Have Pimples
Brown, Marc. Pickle Things
Massie, Diane Redfield. Chameleon Was a Spy
Pinkwater, Daniel. Pickle Creature
Turner, Ann. Tickle a Pickle
Walcott, Patty.. Pickle Pickle Pickle Juice

Activities:

Read aloud several of the pickle books listed above, sing the pickle song, use the pickle play as reader's theatre or a puppet activity, make pickle puppets, and eat your favorite brand of pickles!

Did You Ever See a Pickle?

Tune: "Did You Ever See A Lassie?"

Before or after you read one or two of the silly pickle stories listed above, sing this pickle song. It has lots of action and repetition so it is perfect for preschoolers (but still fun for elementary school kids too)! It also has the built in "sit down" and get ready for the next activity in the last line.

Did you ever see a pickle, a pickle, a pickle
Did you ever see a pickle polka like this?
Go 1-2-3, 1-2-3, 1-2-3, 1-2-3.
Did you ever see a pickle polka like this?

Did you ever see pickle, a pickle, a pickle
Did you ever see a pickle pucker and pout?
Now pucker up, now pout it out!
Now pucker up, now pout it out!
Did you ever see a pickle pucker and pout?

Did you ever see a pickle, a pickle, a pickle
Did you ever see a pickle prance all around?
Now prance around, prance around, prance around, prance around.
All you silly pickles can now sit right down!

Peter Pepper's Pickle Patch

Use this silly play as reader's theatre with older children or read it aloud with puppets becoming the different characters. The leader can be the narrator and use two finger puppets for the characters of Peter and Earl April, the Garden Storekeeper. Provide pickle finger puppets (use the pattern in the "Crazy Crafts" section of this manual) for children to become the pickles that grow in Peter's garden.

Narrator: Once upon a time there was a lad named Peter Pepper.

Peter Pepper was a fine lad, but he was a little bit forgetful.

Peter: Hi! You may have heard of my uncle. His name is Peter Piper. He's the Peter Piper who picked a peck of--- Oh dear, let's see if I can remember what Peter Piper picked. Does anyone know what Peter Piper picked a peck of?

Narrator: Please, Peter, we'll never get on with this story!

Peter: Sorry.

narrator: Once Peter Pepper decided he wanted to grow a patch of pickles. So he went to the garden store to buy a pack of pickle seeds.

Peter: Please, Mr. Earl April, do you have any pickle seeds?

Earl April: Pickle seeds? I never heard of such a silly thing.

Peter: Well, you've heard of pickles haven't you?

Earl April: Of course I have!

Peter: Then, do you have any pickle plants?

Earl April: Pickle plants? I never heard of such a silly thing.

Peter: Please, do you know what I should do if I want to grow a patch of pickles?

Earl April: Any particular kind of pickles?

Peter: Yes! I prefer dill pickles.

Earl April: Well, why didn't you say so in the first place. Look, I have dill seeds. And I have cucumber seeds. If you plant dill seeds next to these cucumber seeds, by the pale moonlight if you laugh out loud three times, tickle your funny bone, and give your left leg a slap, you'll come up with dill pickles.

Peter: Oh my! I hope I can remember all that. Plant the dill next to the pickles. No, plant the dill next to the peppers. No, I've got it--plant the dill next to the cucumbers. Then you tickle your left leg, slap your funny bone and laugh out loud three times.

Earl April: Well, you're close. But maybe I'd better repeat the directions just one more time. Look, I have dill seeds. And I have cucumber seeds. If you plant dill seeds next to these cucumber seeds, by the pale moonlight if you laugh out loud three

times, tickle your funny bone, and give your left leg a slap, you'll come up with dill pickles. Do you have that?

Peter: I think so.

Earl April: Good. Now, after the pickles start to pop up, get sixteen silly kids to sing the pickle song with you while you pick the pickles in the pale moonlight. If you don't find sixteen kids to sing, then the pickle patch will vanish. And you will have no pickles to pick. But if you do sing, you'll have so many pickles to pick that you will laugh yourself silly!

Peter: That sounds wonderful. I love pickles. And I love to laugh. But, please, could you teach me the pickle song?

Earl April: Oh, all right. I'll sing it one time, but you'd better listen hard so you can remember.

The Pickle Song
(Tune: "My Bonnie Lies Over the Ocean")

The pickles are growing this morning
Out in the pale moonlight
The pickles are growing this morning
Oh tell me the minute they're ripe.

Pick them, pick them
Pick them as quick as you can, you can
Pick them, pick them
Dill is my favorite brand!

Peter: Thanks Mr. April. I'll try to remember all you've said.

Narrator: So Peter Pepper took home his seeds. He sprinkled the dill seeds in one row of his garden. And he sprinkled the cucumber seeds in the other row of his garden by the pale moonlight. Now, he had to do three more things. But poor Peter couldn't remember what three things he was supposed to do next. Can anyone here help? (Get answers from kids in audience. You may need to prompt them a bit.)

Good--tickle your funny bone--slap your left leg--and laugh out loud three times.
And before you could say Peter Pepper, dill pickles popped up out of Peter's garden. (Children raise their pickle puppets.)

Peter: Wow! Look at all those pickles growing in my garden patch! I can hardly wait to taste them!

Narrator: Wait a minute, Peter. Aren't you supposed to do something else?

Peter: That's right! I need sixteen kids. Where can I find sixteen kids? Do I have sixteen kids out there who will help me sing the pickle song? Good! Now, everybody sing your hearts out!

The pickles are growing this morning
Out in the pale moonlight
The pickles are growing this morning
Oh tell me the minute they're ripe.

Pick them, pick them
Pick them as quick as you can, you can
Pick them, pick them
Dill is my favorite brand!

Narrator: And, so, Peter Pepper's garden patch grew pecks and pecks of pickles. Dill pickles. His favorite brand. And Peter Pepper picked and picked and picked dill pickles until he laughed himself silly!

Seussian Sillies

Program Level: Preschool through Elementary Grades (Ages 3-11)

Introduction:

Dr. Seuss uses rhyme, alliteration, and a whole lot of made up words of his own to create silly creatures for many of his books. Sometimes he begins with a real animal and gives it another name that will rhyme such as "Yertle the Turtle." Often he makes up the whole thing but uses alliteration so the name will sound appealing. Some examples are "Zummzian Zuks" and the "Grickily Gractus."

Seuss appeals to the very young and to older elementary children. Select books and activities from those below to suit the age group in your library. Here is but a sampling of the many titles:

Books:

Cat in the Hat*
The 500 Hats of Barthelomew Cubbins
Green Eggs and Ham
Horton Hatches the Egg
If I Ran the Zoo
Marvin K. Mooney Will You Please Go Now*
On Beyond Zebra
One Fish Two Fish Red Fish Blue Fish*
Scrambled Eggs Super
The Sneetches and Other Stories
Yertle the Turtle

Note: Starred titles are appropriate for the youngest children.

Activities:

Use the "Cat in the Hat Rhyme" to introduce the program to younger children. Select the stories according to the appropriate age group. Some of the stories (Cat in the Hat, Marvin K. Mooney Will YOu Please Go Now) are paced for preschoolers. Others (The 500 Hats of Bartholomew Cubbins, Yertle the Turtle) are longer and work better for older elementary age children.

Turn your favorite Seuss stories into reader's theatre scripts for older kids to read aloud to younger ones. (Teenagers still like to read Seuss!) Green Eggs and Ham and Horton Hatches the Egg are good choices.

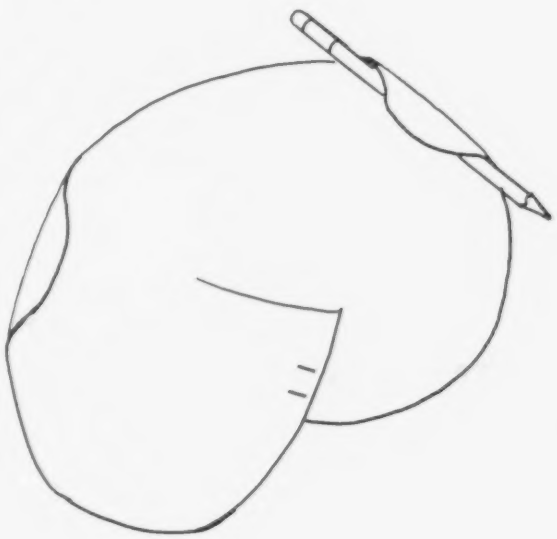
Older children draw their own sillies or use the "Animal Scramble" found in the "Crazy Crafts" section in this manual. After the sillies are constructed, have kids give their figures a zany name. Seuss sometimes adds a descriptive word to the name of a real animal and uses words that start with the same letter so a silly Seussian name might be a "grickly grackle" or a "ziggily zak." Have kids introduce their silly animal with this name to the entire group.

For extra resources write Random House/Miller Brody for biographical materials on Dr. Seuss and posters of the Cat in the Hat and any other promotional items they are currently distributing. Address: (Print items): Random House, 201 E. 50th Street. New York, NY 10022, (Nonprint): Random House/Miller-Brody, Department 9277, 400 Hahn Ropad, Westminster, MD 21157. Sharon McElmeel's An Author a Day for Pennies has a chapter chock full of Dr. Seuss information and ideas.

Bartholomew Cubbins Hats

If you read the 500 Hats of Bartholomew Cubbins, you will enjoy making a set of Bartholomew hats. For each set, provide children with three sheets of bright colored construction paper in three different colors. One hat will use a full sheet of paper, the next smaller hat uses a half sheet of paper, and the smallest hat uses one fourth of a sheet of paper. (And this activity teaches fractions too!) Use the left over paper pieces to cut out feathers for the hats.

To make the hats, round off the squared edges of the paper. Cut a slit from one long end about one third up the width of the hat. Overlap the slit ends and staple to make the hat shape. Curl paper over a long pencil to make the curled brim like Bartholomew's hat. Add paper feather. See illustration.



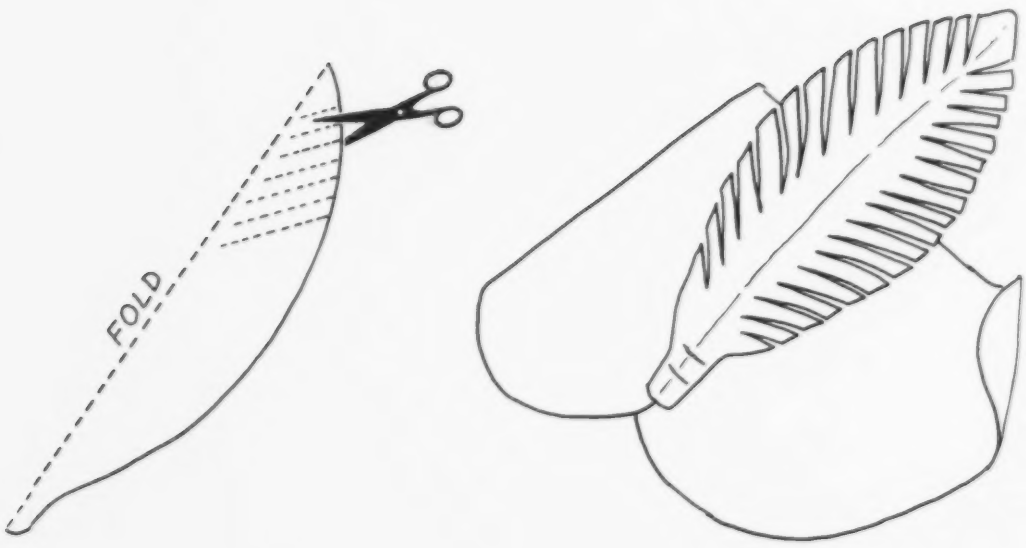
Cat in the Hat Rhyme

I found this storytime introduction most effective and borrowed the original idea from Gail Firestone at Ames Public Library. Find an inexpensive top hat in a costume or party shop or a second hand store (or make one from posterboard) and dig up an old pair of white gloves. Before you do this with children, "plant" an object under your hat--an item associated with the storytime such as a small stuffed cat if your stories for the day will be about cats. Here's the rhyme to begin storytime:

I'm the Cat in the Hat
And I'm here to say
Welcome to storytime--
Glad you could stay!

Now I've got something
Tucked under my hat
Can anybody guess--
Then we'll all clap!

(Clap on last three words, then you can clap again when someone guesses what item is under the hat.)



Bill Peet's World of Silly Animals

Program Level: Primary through Upper Elementary Grades (Ages 6-12)

Books:
Eli
The Gnats of Knotty Pine
The Kweeks of Kookatumtee
No Such Things
The Spooky Tail of Prewitt Peacock
The Wingdingdilly
The Wump World
Zella, Zack, and Zodiac

Note:

This is just a sampling of humorous Bill Peet books. You may have others on your shelf that will work equally well. Houghton Mifflin has kept many of Peet's titles in print, both in paperback and hardcover so you will have an easy time supplying kids with plenty of these for this program.

Activities:

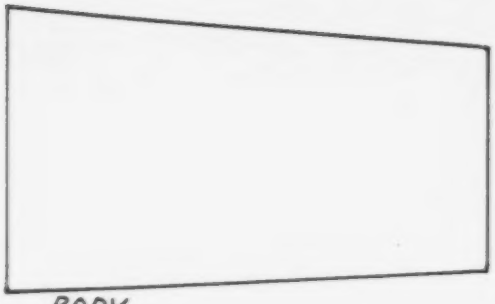
Turn this into a Bill Peet party. Write Houghton Mifflin, 2 Park Street, Boston, MA 02107 for a free author brochure and promotional material. "Bill Peet in His Studio," a videotape filmed in the author-illustrator's studio in California is available for $40.00 from Trade Order Department, Houghton Mifflin Company, Wayside Road, Burlington, MA 01803. Refer to the new Bill Peet, An Autobiography published by Houghton Mifflin, 1989 for background.

Retell some of the Peet books as story theatre. The leader reads the story and kids create puppets to act out the story (or they can mime the parts and add dialogue or sounds.) This really isn't difficult to do. Older kids will have lots of ideas of their own to create this kind of "instant theatre." Use some of the instant puppet parts in this manual for kids to decorate and construct their own Peet-like characters. The basic shapes for puppet parts are given so kids can add their own details to make the simple stick puppets.

Many of Peet's stories such as the Keeks of Kookatumdee and No Such Things use made up silly animals. Often the creature has a disagreeable trait. Brainstorm with kids different kinds of creatures they could create. Is the animal bird-like, cat-like, or bear-like? Name the creature-animal. What disagreeable trait does it have that can cause a problem in a story? (For example, is it greedy? Is it a bully?)

Have a "No Such Things" Context in which kids draw pictures, write stories, or make three dimensional creatures for the library. These make wonderful displays too!

Instant Puppet Parts to Create Puppets



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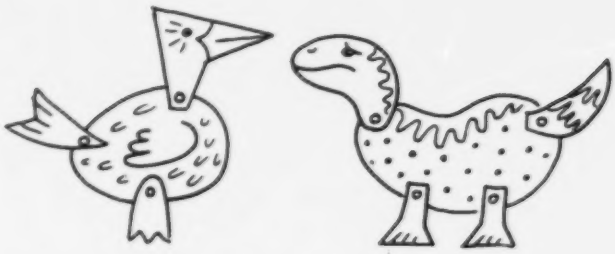
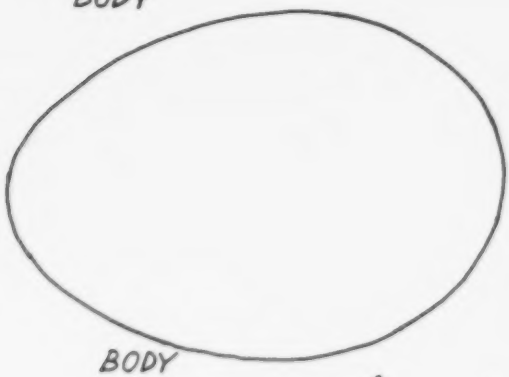


1. CUT OUT SEPARATE BODY PARTS & ADD FEATURES (EYES, MOUTH, BEAKS, WINGS)
2. ATTACH WITH BRAD FASTENERS
3. TAPE A CRAFT STICK ON BACK



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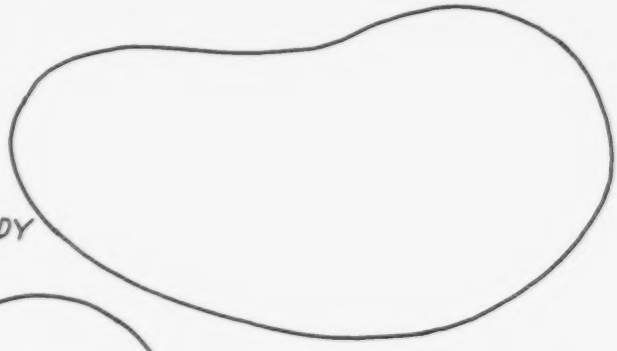

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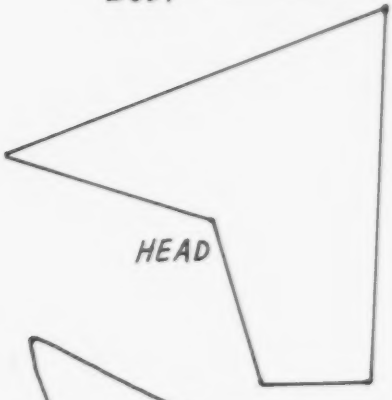

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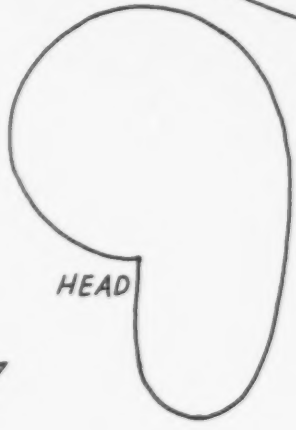

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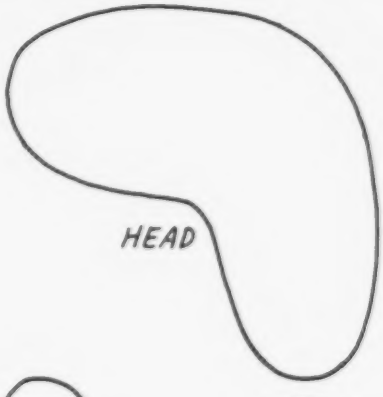

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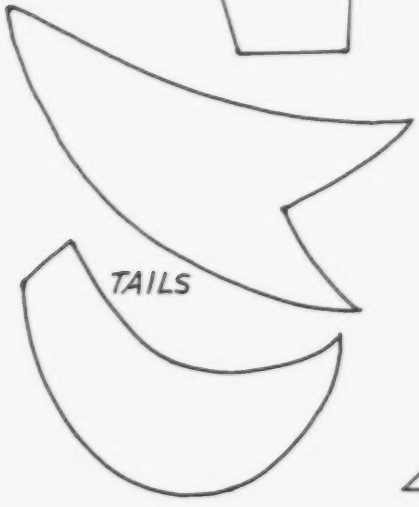
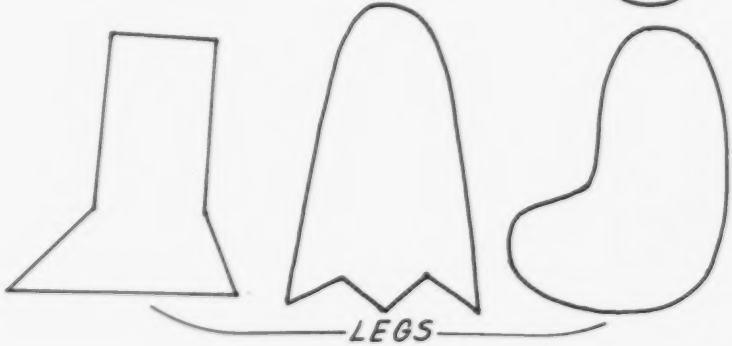


TAILS



LEGS

Amelia Bedelia Day

Program Level: Primary through Upper Elementary Grades (6-12 years.)

Books:
Amelia Bedelia
Amelia Bedelia and the Baby
Amelia Bedelia Goes Camping
Amelia Bedelia Helps Out
Amelia Bedelia's Family Album
Good Work, Amelia Bedelia
Play Ball Amelia Bedelia
Teach Us, Amelia Bedelia

Please note: All titles are by Peggy Parish.
Select several of your favorites to read aloud for this program. You will want to have extra copies on hand for check out after the program.

Activities:

Since Amelia Bedelia is a character from copyrighted material, the following skit uses our own summer mascot "Silly Dilly" instead of Peggy Parish's character. In the spirit of Amelia Bedelia, perform "Use Your Noodle, Silly Dilly" as a reader's theatre presentation or spend a little more time and do it as a skit.

Stretch out a long sheet of shelf paper or newsprint and pass out the magic markers. Ask children to illustrate the following expressions the way Amelia Bedelia (or Silly Dilly) might understand them:

Raining cats and dogs
Paint the town red
Water under the bridge
Hold your tongue
Tied to someone's apron strings
Beat around the bush
In hot water
In a pickle
Get on the ball
Gum up the works
Let the cat out of the bag

Instead of drawing the expressions children could act them out. Or, if you have time, do both!

Serve cake at the end of this program just as the following skit suggests.

Use Your Noodle, Silly Dilly
A Skit to Read Aloud

This skit, in the spirit of Amelia Bedelia, can be read aloud (or acted out if you want to spend a little extra time learning the lines) with three readers. An adult will probably want to take the part of the narrator to guide children through the response parts. The person who plays the part of Silly Dilly may wish to wear a mask like the one described in the "Crazy Crafts" section. This skit calls for lots of interaction. Children in the audience get to call out "Use your noodle, Silly Dilly," every time Silly Dilly misunderstands. Then children are given the opportunity to help him untangle the words that have confused him. At the conclusion of the skit, serve cake to everyone!

Narrator: Welcome to our skit "Use Your Noodle, Silly Dilly. Let me introduce Silly Dilly, this summer's favorite noodlehead. Silly Dilly has a summer job doing errands for Mr. and Mrs. Mayer, but he always seems to get in hot water.

Silly Dilly: Only when I take a bath!

Narrator: (To audience) Do you see what I mean? That's o.k., Silly. Everyone is going to help you. I've invited a whole gang of kids here today. And we're going to help you so you don't get in hot water.

Silly Dilly: Does that mean I don't take a bath today?

Narrator: (To audience) Now when Silly Dilly comes up with one of his crazy mixed up ideas, we're all going to help him by saying, "Use your noodle, Silly Dilly!" And then we'll try to explain to him what he doesn't understand. Let's practice. (Everyone says, "Use your noodle, Silly Dilly.")

Silly Dilly: Do you want me to go cook some noodles?

Narrator: Oh, dear, I was afraid of that. Let's get off on the right foot.

Silly Dilly: Do you want me to step with my right foot?

Narrator: Here we go again. USE YOUR NOODLE, SILLY DILLY! Silly Dilly, your noodle is your head, not just stuff to eat. The kids here today are going to help use your noodle so you can get out of hot water--out of trouble, o.k.?

Silly Dilly: So I'll get off on the right foot?

Narrator: Right! Now you used your noodle yourself that time!

Mrs. Mayer: (enters from side stage) Silly Dilly, I am tickled pink!

Silly Dilly: You don't look pink to me.

Narrator: USE YOUR NOODLE, SILLY DILLY! Does anyone want to tell Silly Dilly what "tickled pink" means? (Kids respond.)

Silly Dilly: Right! Now I'm off on the right foot.

Mrs. Mayer: Now, Silly Dilly, as I was saying, I am SO EXCITED. Mr. Mayer and I got an invitation to the Mayor's House for dinner tonight. But all my friends will be jealous so you've got to keep this under your hat. I'll be right back because I'm going to need your help. (Exits)

Silly Dilly: (Takes invitation, puts it under his hat and starts running around saying--) I put it under my hat! I'm using my noodle.

Narrator: Oh no! USE YOUR NOODLE, SILLY DILLY! Can anyone here tell Silly Dilly about "keep it under your hat"? (Kids respond.)

Silly Dilly: Right! Now I'm off on the right foot!

Mrs. Mayer: (returns) Silly Dilly, please take Mr. Mayer's suit to the cleaners, press my best dress, and Silly Dilly, this time I really want you to get on the ball! (Exits)

Silly Dilly: Suit to the cleaners! Press the dress! And get on the ball. I will! I will! (Silly Dilly runs off stage and gets a beach ball or a volleyball.) Oh dear, I wonder how seals do it! I'll never be able to get on the ball!

Narrator: USE YOUR NOODLE, SILLY DILLY Can any one here explain "get on the ball?" (Kids respond.)

Silly Dilly: Right! Now I'm off on the right foot!

Mrs. Mayer: (returns) Silly Dilly, haven't you taken the suit to the cleaners yet? And pressed my dress? I really want you to shake a leg! (Exits)

Silly Dilly: Suit to the cleaners! Press the dress! Shake a leg! I will! I will! (Silly starts shaking first one leg and then another.) Oh dear, this is going to take a long time shaking my leg if I have to go

one leg and then another.) Oh dear, this is going to take a long time shaking my leg if I have to go to the cleaners this way!

Narrator: USE YOUR NOODLE, SILLY DILLY!
Can anyone here explain "shake a leg?" (Kids respond.)

Silly Dilly: Right! Now I'm off on the right foot!
(exits with suit and dress)

Mrs. Mayer: (enters) Oh, Silly Dilly, is my dress pressed yet?

Silly Dilly: (running on with the dress in his hands)
Yes! Yes! And I'm really on the ball this time!
I got Mr. Mayer's suit back too!

Mrs. Mayer: I don't believe it! This is a miracle! You always manage to gum up the works.

(Silly Dilly takes gum out of his pocket, sticks it in his mouth and starts chewing.)

Mrs. Mayer: Silly Dilly, what ARE you doing?

Silly Dilly: Didn't you want me to gum up everything?

Narrator: USE YOUR NOODLE, SILLY DILLY!
Can someone explain "gum up the works"?
(Kids respond.)

Silly Dilly: Right! Now I'm off on the right foot!

Mrs. Mayer: Good!

Silly Dilly: Is there anything else I can do?

Mrs. Mayer: Well you can keep your fingers crossed that Mr. Mayer will get home soon!

Silly Dilly: Right! I'll keep my fingers crossed (crosses fingers). But what good will that do?

Narrator: USE YOUR NOODLE, SILLY DILLY!
Can someone explain "keep your fingers crossed"?

Silly Dilly: Right! Now I'm off on the right foot.
Mrs. Mayer, it's almost time for me to go today.
Can you think of anything else for me to do?

Mrs. Mayer: Well, I would like just one more thing, but I'm afraid you'll have to bend over backwards to do it. Please make one of your cakes for me to take to the mayor's house. (exits)

Silly Dilly: Well, that's wacky! I'll have to make an upside down cake if I'm going to bend over backwards while I make it.

Narrator: USE YOUR NOODLE, SILLY DILLY!
Can someone explain "bend over backwards?" (Kids respond.)

Silly Dilly: Right! Now I'm off on the right foot.
(exits)

Narrator: (To audience) You know, Silly Dilly really did learn to use his noodle today thanks to your help. I think this time we should give him a cake to take home.

Silly Dilly, come back here!

Silly Dilly: (returning) But I'm baking a cake for Mrs. Mayer to take to the mayor's house. Oops! I was supposed to keep that under my hat.

Narrator: I guess you let the cat out of the bag.

Silly Dilly: Here kitty, here kitty!

Narrator: Now, what are you doing?

Silly Dilly: Trying to find the cat who got out of the bag.

Narrator: USE YOUR NOODLE, SILLY DILLY!
Could someone explain "let the cat out of the bag?"
(Kids respond.)

Silly Dilly: Right! Now I'm off on the right foot. But I've got to bake that cake. Mr. Mayer will be home soon.

Narrator: Silly Dilly, come back. This time we're giving you the cake because you used your noodle, got on the ball, bent over backwards, and kept it under your hat.

Silly Dilly: And I'm on the right foot?

Narrator: Right! (Gives Silly Dilly two cakes.)
Silly Dilly, here are two cakes--one for Mr. and Mrs. Mayer and one for you to take--because you always take the cake!

Silly Dilly: I take the cake? No, I make the cake.

Narrator: USE YOUR NOODLE, SILLY DILLY!
O.K. Just one last thing, can anyone here explain "take the cake." (Kids respond.)

Silly Dilly: Right! And now I'm off--and on the right foot. Thank you everybody! (He exits, blowing kisses to the audience.)

Narrator: And thank you all for coming. But if you stick around, I'll bet we can find some cake to share with everyone.

Silly Stretchers and Noodleheads

Program Level: Primary through Upper Elementary (Ages 6-12)

Introduction:

Tall tales, folktales about noodleheads, stories with exaggeration and tricksters are forever popular with school age kids. If your library does a series for older children, you will find enough ideas here to "stretch" for several programs.

Books:

Aardema, Verna. Why Mosquitoes Buzz in People's Ears
Brown, Ruth. The Big Sneeze
Calhoun, Mary. Jack and the Whoopee Wind
Chase, Richard. Jack and the Three Sillies
Flora, James. The Day the Cow Sneezed (o.p.)
Flora, James. Grandpa's Farm (o.p.)
Hewitt, Kathryn. The Three Sillies
Kasza, Keiko. The Wolf's Chicken Stew
Kellogg, Steven. Paul Bunyan
Leach, Maria. Noodles, Nitwits, and Numskulls
Lloyd, David. The Sneeze
Macaulay, David. Why the Chicken Crossed the Road
Shannon, George. The Piney Woods Peddler
Zemach, Margot. It Could Always Be Worse.

Activities:

You may want to divide this program into two separate ones. If you focus on the tall tales and stretchers you may want to display larger than life sized items around the room--super big boots, a checkered tablecloth (with a sign "Paul Bunyan's handkerchief"), a log (with a sign "Pecos Bill's toothpick"), and a huge stack of pancakes. The Big Paul Craft project in the manual, the "Really Big Sneeze" and "Stretcher" would be good follow up activities for this program. If you read a Paul Bunyan story, serve pancakes. If you read stories about sneezes, pass a box of tissues so everyone will be prepared just in case a big sneeze comes on!

A separate noodlehead program might feature several of the noodlehead stories listed above, the "Silly Noodle Soup" activity, and making a collage of your favorite kinds of noodles.

A Really Big Sneeze Story

Build this story with the children in your library. Prepare ahead of time a ball of string made up of many lengths of different colored string tied together and rolled into a ball.

Explain to children that this will be really silly sneeze story if they can help you add to the terrible results of the pig's sneeze. Each child tells an incident as she/he unwinds the string. Then, when the color of the string changes, the story yarn is passed to the next child. You might begin something like this.

"On a farm not far from here but many years ago they tell the tale of Snout the Pig and the year of the really big sneeze. Snout lived in the barn of the MacKenzie Family Farm. He was an ordinary pig--except for his great big snout. Now, one winter when it got so cold that the pigs' grunts froze in midair, Snout got a cold. That cold got so bad that one day when he sneezed the sneeze came out of his snout with such a whallop that it blew open the barn door and it went right on going..." (Pass yarn to a child who continues the tale.)

A Stretcher

This story/game has elements of liars contests in which people try to tell the big lie or tallest tales, but this time everyone tells the "stretchers" cooperatively. You will need to provide a framework for this by starting a story that gets our of hand. Use James Flora's stories or Macaulay's Why the Chicken Crossed the Road for examples.

Begin with an expandable tape measure (the kind carpenters use) and tell kids that you will start stretching the tape as the exaggeration grows. (This is sort of like Pinocchio's nose.) Here is but one way you may begin.

One day a small boy dropped the contents of his lunch--one half of a peanut butter sandwich and a banana peel--over his shoulder and onto a super highway. Now you may not think this was very serious, but this is what happened. First, there was a truck full of circus elephants roaring down the highway and when they got a sniff of the lunch, they... (continue stretching the tape and let children, one by one, add to this stretcher.)

Silly Noodle Soup

A Creative Dramatics Activity

If you want to make this really appealing for kids, write out the noodlehead actions on light brown construction paper cut in the shape of lasagna noodles (see pattern). Put the noodles in a baggie and add a label "Silly Noodle Soup."

The leader begins the Silly Noodle Soup Story with the following "soup starter."

Once upon a time the world was made up of noodleheads.

Noodleheads have noodles instead of brains. They come from all over the world. They come in all shapes and sizes. Sometimes noodleheads are called sillies. Come with us and discover the silly side of yourself. And remember--she or he who laughs, lasts!

Here are the noodlehead actions (make up more of your own too)!

All But One

Characters: Twelve noodleheads, one king's guard
Action: The noodleheads go swimming. When they get out of the water, one noodlehead says he hopes no one drowned. The next noodlehead suggests they count heads. The third noodlehead starts counting (but forgets to count himself). Everyone cries. The fourth noodlehead tries counting again. The same thing happens. (Repeat this several times with each noodlehead forgetting to count himself or herself.) Finally the king's guard counts all twelve. The noodleheads reward him.

Stuffed Shirt

Characters: Two noodleheads, one woman
Action: A woman comes upon two noodleheads. One is hitting the other over the head with a log (or a bat). The one being hit has his head stuffed down in a shirt that has no hole for the head. The "hitter" keeps apologizing for hitting the other, but keeps on doing it. The woman stops them, asks what is going on, and they tell her that they can't figure out how to make a neck hole in the shirt so the one noodlehead has to hit the other noodlehead through the shirt. The woman shows them how to cut a hole in the shirt. The two noodleheads thank her for the great advice:

All But One

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USE THE NOODLE PATTERN ON PAGE 52.

Stuffed Shirt

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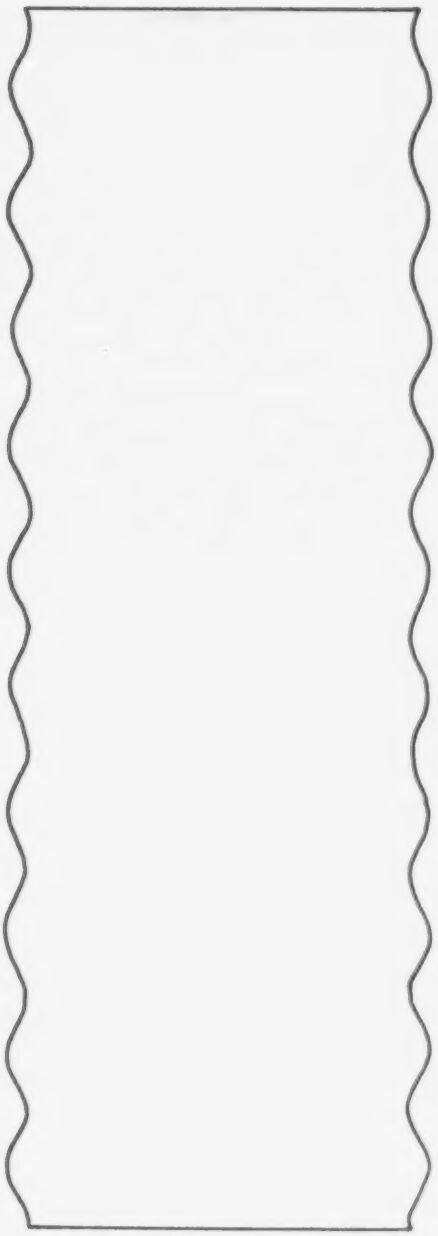
Silly Noodle Pattern



A Family Fun Night
Full of Corn

This special intergenerational event can be promoted as a Community Fun Night if you wish to include senior citizens, any single adults or teens as well as children and their parents. In any case, the fun ranges from stories read aloud to sharing original limericks and eating popcorn until you pop! Here are just a few brainstorms.

Limerick and Riddle Writing

As people come, give them scratch paper and pencils so they can begin writing their own limericks or jotting down any silly songs and riddles they can remember. Some people are quite adept at writing limericks (see suggestions at the end of this program) and will delight in the opportunity to display their talents. Others might feel uncomfortable at this invitation so give them the chance to just remember their favorite riddles. Part of the fun here is to see how similar the riddles, jokes, and songs are from one generation to the next. Much of our wit is common "folklore" that doesn't change all that much.

Silly Songs

Begin the program with silly songs or folk songs led by someone in your community who plays guitar, autoharp, or even something as silly as a kazoo.

Sandburg Storytime

Continue the fun with stories that read aloud well and appeal to all ages. Carl Sandburg's Rootabaga Stories are excellent choices because the word play and nonsense appeals to the child in most people--that part of us that remains silly and playful. These stories have been published by Harcourt Brace Jovanovich in two volumes with illustrations by Michael Hague. Be certain to read (or tell if you know a storyteller who tells Sandburg stories) "The Huckabuck Family and How They Raised Popcorn in Nebraska and Quit and Came Back" if you plan to eat popcorn at the conclusion of this program. Some other personal, favorites are "The Story of Blixie Bimber and the Power of the Gold Buckskin Whincher," and "The Story of Jason Squiff and Why He Had a Popcorn Hat, Popcorn Mittens and Popcorn Shoes."

Full of Corn

Have a popcorn break to enjoy an appropriate snack that is "full of corn" and end with the reading of limericks and riddles to tickle everybody's funny bone.

An alternative choice to limerick making is to pass out the poetry books and have people read aloud favorite light verse by Shel Silverstein, Jack Prelutsky, Edward Lear, Ogden Nash, and other favorites of your own. Refer to the bibliography in this manual for other suggestions.

Time for Rhyme:
Limerick Writing

Limericks are a popular kind of light verse that many people seem to be able to compose quickly. You might prepare a sheet of limericks as a reminder of the form, and display books by Edward Lear for check out after the program.

The form of the limerick is a five line poem in which the first, second, and fifth lines rhyme. The fifth line is often nearly identical to the first. The third and fourth lines rhyme too.

Here are a few examples to start you thinking nonsensically.

There was a young woman of York,
Who ate her soup with her fork.
At a staggering rate
She lost all her weight
This liquid young woman of York.

There once was a Silly old Dilly,
Who ate jars of piccalilli.
This caused him to jiggle
And made people giggle
To see this Silly old Dilly!

April Fools in June (or July)

A Special Kick Off (Or Culminating) Event

Why wait until next April for this event? This summer is the perfect excuse to celebrate foolish nonsense. Remember, true humor is always kind so any practical jokes should be done good naturedly. Rather, the following activities can set the tone for good, clean fun!

Come As You Are

Remember the old days when your friends dropped by and invited you to come to a party dressed just as you were dressed? Try a variation of this and ask kids to bring a bag full of clothes to put on at the library and blindfold them to dress up and wear as they come out of the bag! Parents can join in the fun.

Crazy Mixed Up Clothes

Another possibility for dress invites people to choose clothes that are crazy and come to the library that way. Prizes are given for such categories as "Most Colorful," "What the Cat Dragged In Award," "The Mad Hatter's Favorite," and so on.

Silly Rules

Set silly rules for the event such as "Talk in pig latin," "Walk into the room backwards," "No laughing!"

Play Silly Games

Try variations on old favorites. Instead of "Simon Says," play "Silly Dilly Says." Play "Duck Duck Goose" but call it "Silly Silly Dilly."

If you have lots of space or can go outside, try races and active games, but do them cooperatively instead of competitively. Terry Orlick's The Cooperative Sports and Games Book (Pantheon, 1978) is a good source to check.

Think Silly!

What are your favorite silly playthings? Collect all the gadgets you can and pass them out just for fun. My favorites are silly putty, slinkies, yo yo's, and paddle balls. What other silly inventions or activities would you create?

End the event with group bubblegum blowing or bubble blowing to favorite silly songs. Bet you can't do this without laughing yourself silly!

Crazy Crafts

Use the following craft projects as part of your regular program series or as a special crafts event during the summer. The three pages of animal parts can be cut apart on the dotted lines and matched or mismatched to create a number of silly creatures. Consult the resource bibliography of this manual for other ideas too.

This summer is the perfect time to mix up a big batch of playdough, stretch out the drop cloths and let kids try their hand at fingerpainting in chocolate pudding, or, if you are less daring, provide a wide assortment of collage materials for children to create their own versions of silly dillies.

Kool Aid Playdough

I received the recipe for this playdough from a preschool teacher in Ames about a year ago when I was participating in a festival for young children. A table was set up with bags full of this irresistible concoction in a rainbow of pastel colors. The Kool Aid both scents and colors the dough. I understand it is safe to put in the mouth, but the best part is that the texture is soft and pliable. Enjoy!

2½ cups flour
½ c. salt
1 tsp. alum

Mix two packages of dry Kook Aid into 2 cups boiling water with 3 tablespoons oil. Knead. You may need to add flour a little at a time. Add just enough so it is no longer sticky.

All Time Favorite Edible Peanut Butter Playdough

Mix one 18 ounce jar of creamy peanut butter and 6 tablespoons honey with just enough nonfat dry milk so the dough will be pliable.

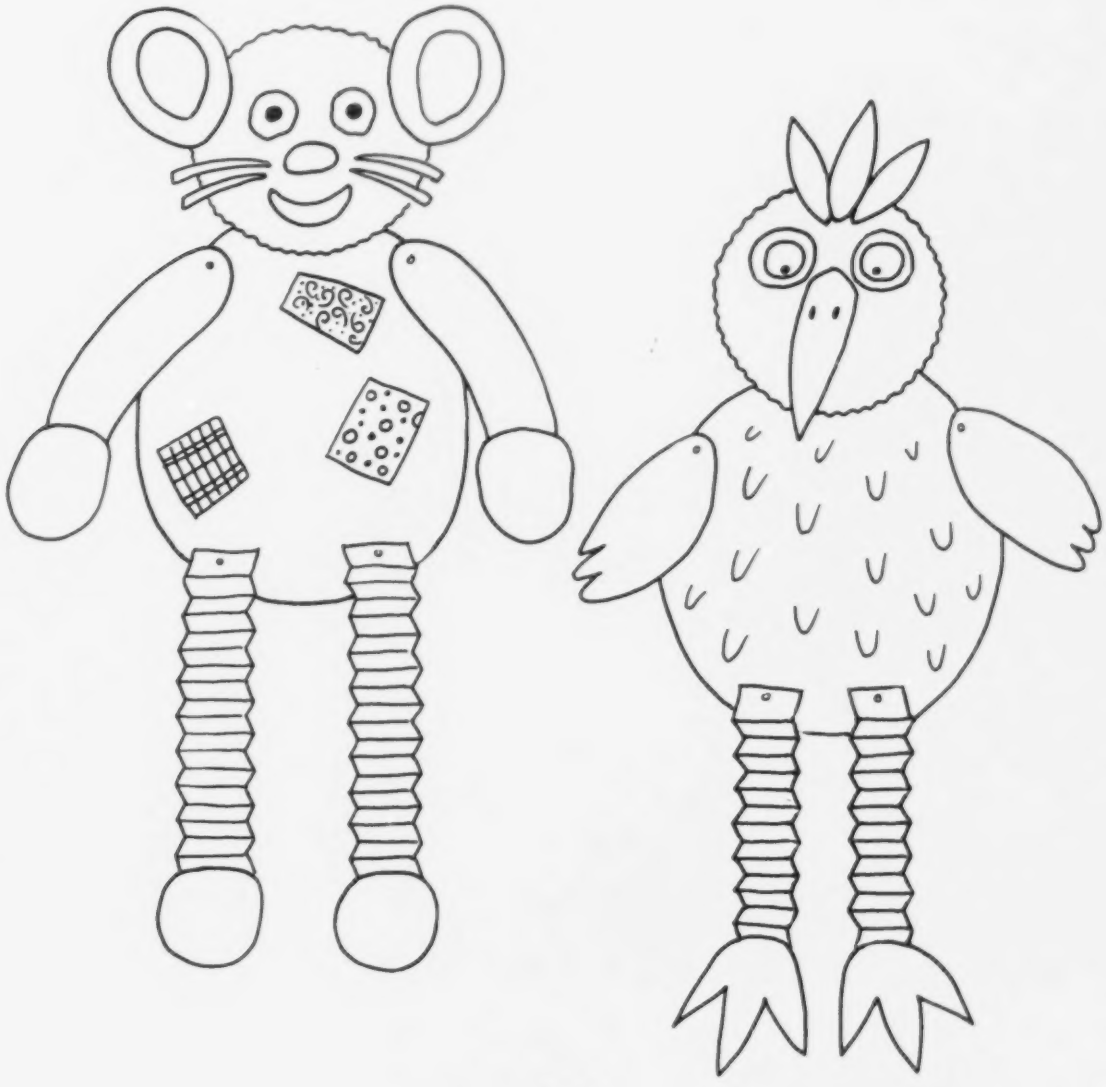
Make little "snakes" out of this and coil into shapes or pat into forms. Form a small ball of this into a "silly face" and add raisin eyes for coconut whiskers.

Remember this playdough is edible so you could make letters out of it and literally "eat your words!"

Silly Dilly Me

Collect an assortment of paper scraps and cheap paper plates as well as large sheets of construction paper for this project. Each child is given a paper plate to decorate as a face plate by drawing on features or gluing on eyes, nose, ears, etc. made from separate pieces of paper. All the body parts are cut out from separate pieces of paper, lightweight poster board, fabric felt, stiff interfacing, heavy upholstery fabric, or something with a little body. The legs are made out of accordion pleated pieces of paper so that the figure becomes nearly life size. The accompanying illustrations will give you ideas to make ahead and hang around the room for models for children.

Remember, this figure is called "Silly Dilly Me" so give children the opportunity to picture themselves with beaks or trunks for noses, mouse style ears or long floppy dog ears. Think silly and encourage a "gaggle of giggles."

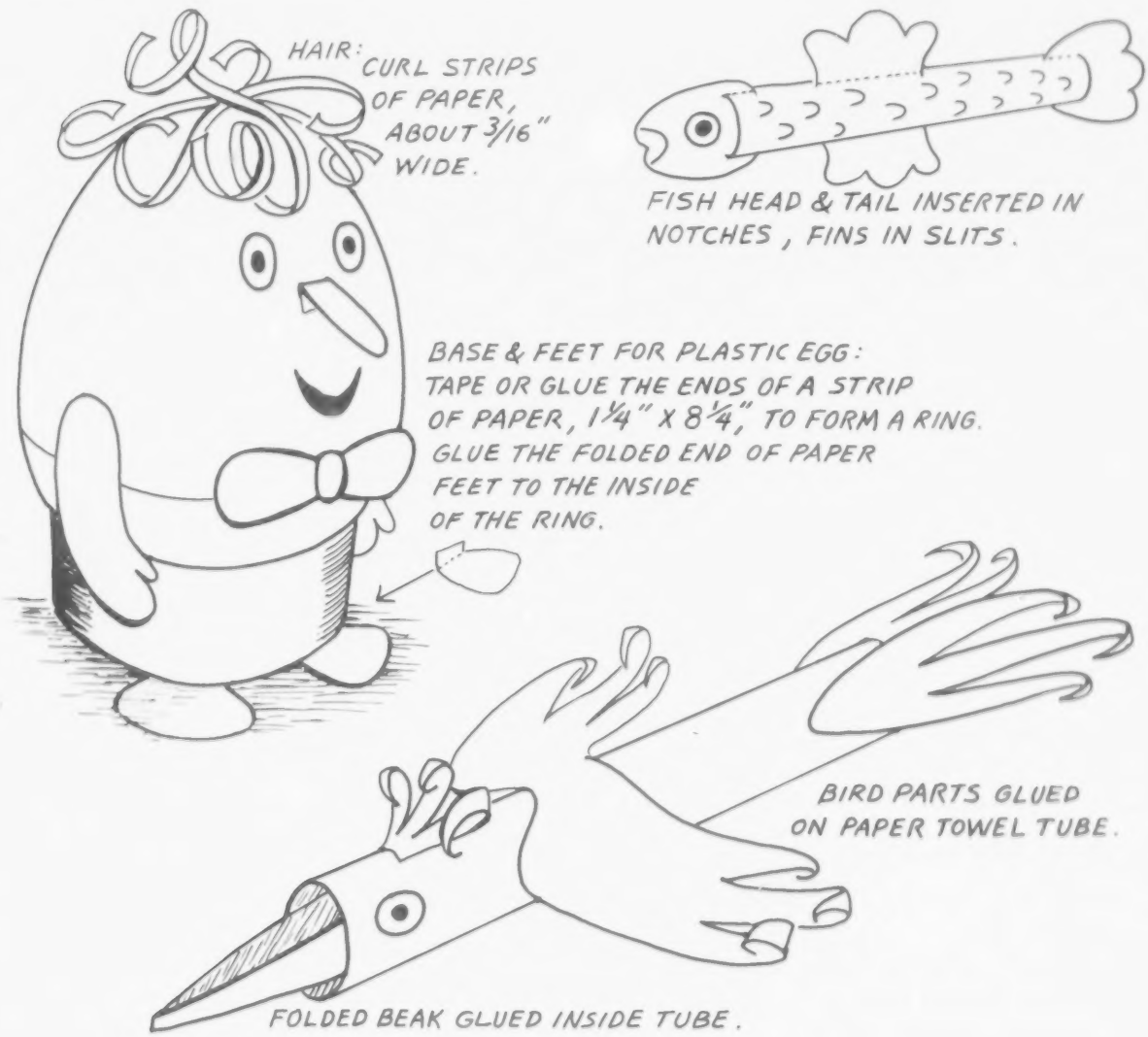


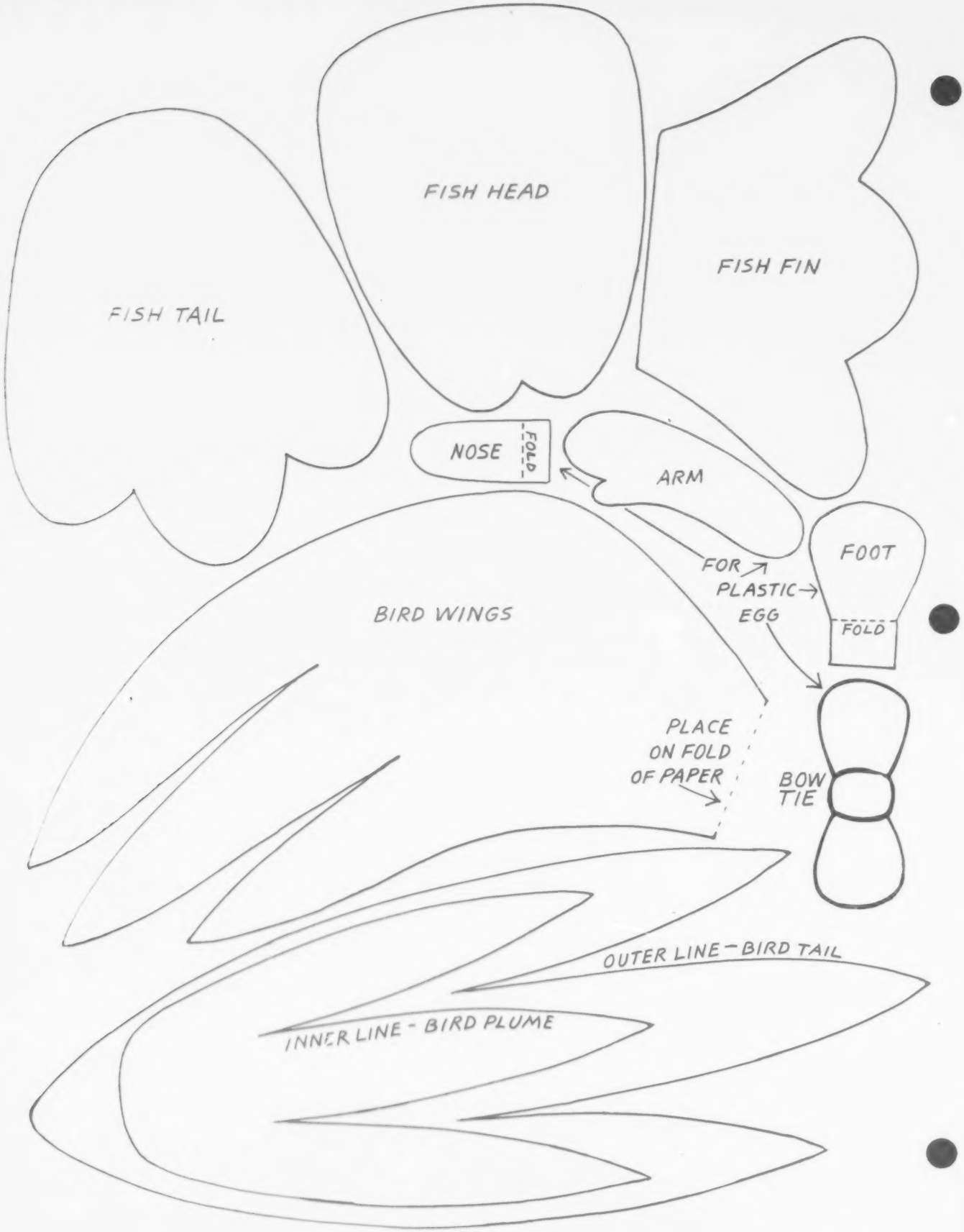
Silly Dilly From a Tube or an Egg

Start now collecting plastic egg shaped pantyhose containers and paper towel tubes to turn into silly dillies.

The egg shape makes a funny Humpty Dumpty style silly dilly if you add hands and feet, bow ties and facial features. Plastic glues are needed to attach these parts instead of paper glue because of the slick surface on the plastic egg.

The silly dilly tube style may be easier to work with and can be converted into bird and fish shapes with a little imagination. The wing and fin shaped patterns provided here can be curled with scissors. Plumes and feathers can be cut from fringed paper. Glue these on or notch the paper tube and insert. See the accompanying illustrations and patterns but don't let this restrict your imagination. Let yourself soar! Be a silly dilly whingdilly whipporwhilly!


HAIR: CURL STRIPS OF PAPER, ABOUT 3/16" WIDE.
FISH HEAD & TAIL INSERTED IN NOTCHES, FINS IN SLITS.
BASE & FEET FOR PLASTIC EGG: TAPE OR GLUE THE ENDS OF A STRIP OF PAPER, 1¼" X 8¼", TO FORM A RING. GLUE THE FOLDED END OF PAPER FEET TO THE INSIDE OF THE RING.
BIRD PARTS GLUED ON PAPER TOWEL TUBE.
FOLDED BEAK GLUED INSIDE TUBE.

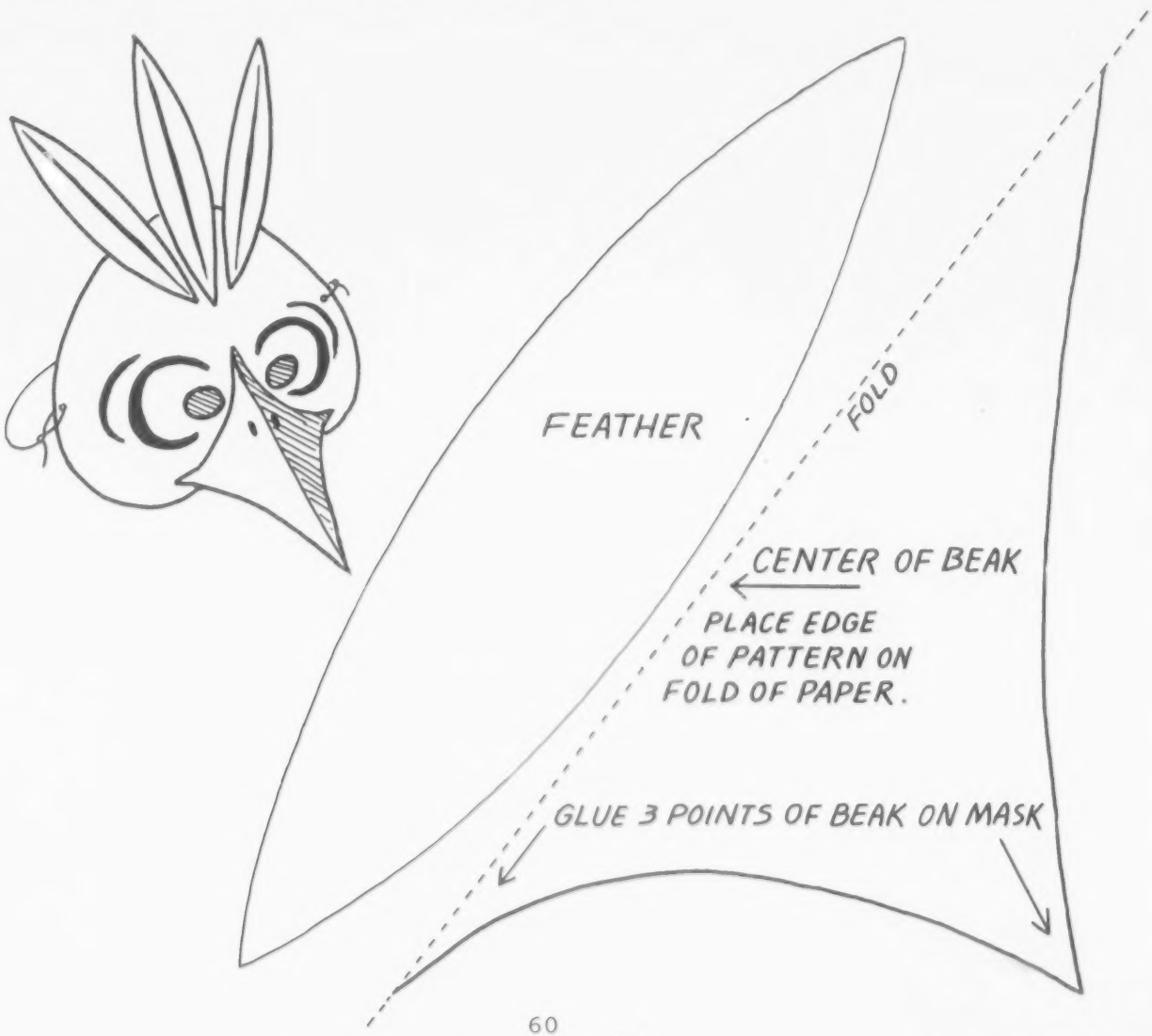

FISH HEAD
FISH FIN
FISH TAIL
NOSE
FOLD
ARM
FOOT
FOR PLASTIC EGG
FOLD
BIRD WINGS
PLACE ON FOLD OF PAPER
BOW TIE
OUTER LINE - BIRD TAIL
INNER LINE - BIRD PLUME

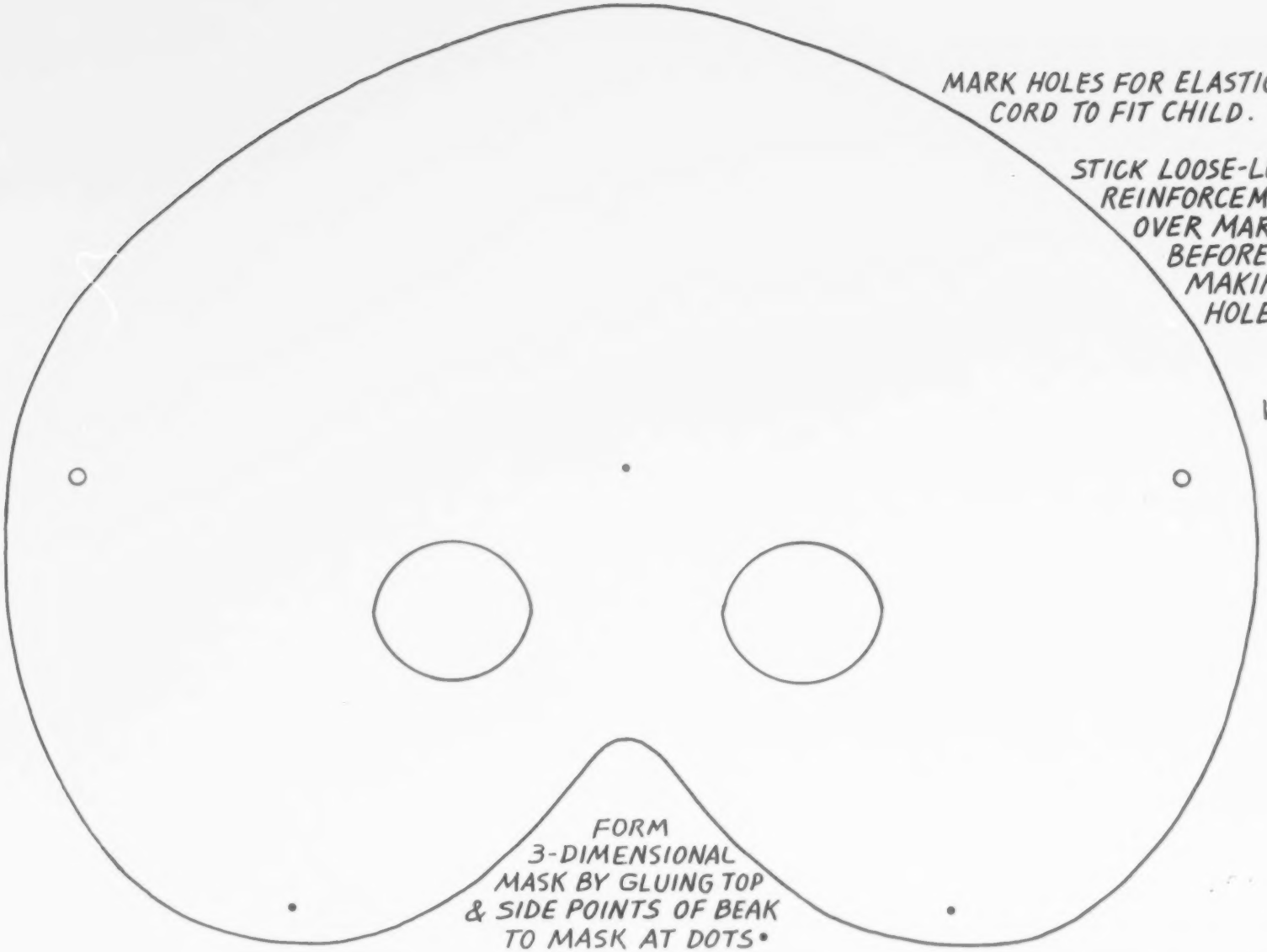
Silly Dilly on My Face
(Silly Dilly Mask)

Children love masks all year round--not just at Halloween. Younger children may be more comfortable with the masks attached to craft sticks so they can be help up to the face and not attached with string since they are more easily frightened. The basic pattern of this mask may be cut our ahead of time for preschool age children. You may glue two pieces of different colored construction paper together so children have a choice of two colors for their mask front.

School age children will enjoy wearing the masks on their faces. I prefer thin elastic cord about 15 inches long to tie onto the sides of the mask because elastic doesn't get tangled into knots like yarn.

The illustration and patterns given below show features to make Silly Dilly, our summer mascot, but this is just the beginning for many silly dillies you can make!

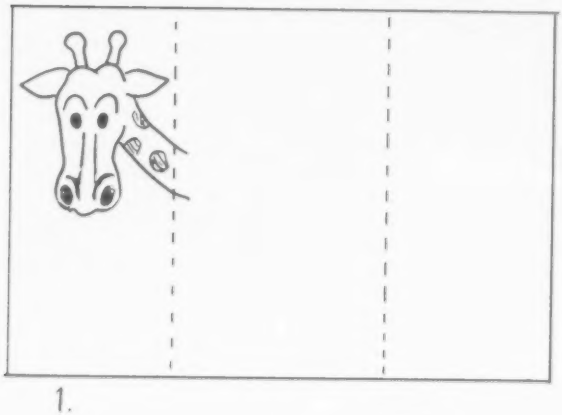



MARK HOLES FOR ELASTIC CORD TO FIT CHILD.
STICK LOOSE-LEAF REINFORCEMENTS OVER MARKS BEFORE MAKING HOLES.
FORM 3-DIMENSIONAL MASK BY GLUING TOP & SIDE POINTS OF BEAK TO MASK AT DOTS.

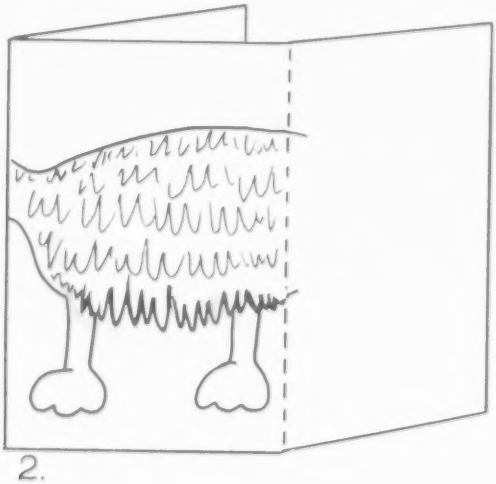
Crazy Mixed Up Three Part Animal
(Is it a Craft or Is It a Game?)

Fold a sheet of paper into thirds. The first person in the group draws a head of an animal on the first third of the animal and extends the neck line slightly into the next third. Then this section of the paper is folded back so the next person cannot see the head of the animal. The second person draws the middle of the animal and extends the lines slightly to the third section of the paper. The paper is again folded back so the third person cannot see the previous drawing. The third person finishes the crazy animal by drawing the tail section of the animal. Finally the whole crazy mixed up animal is revealed!

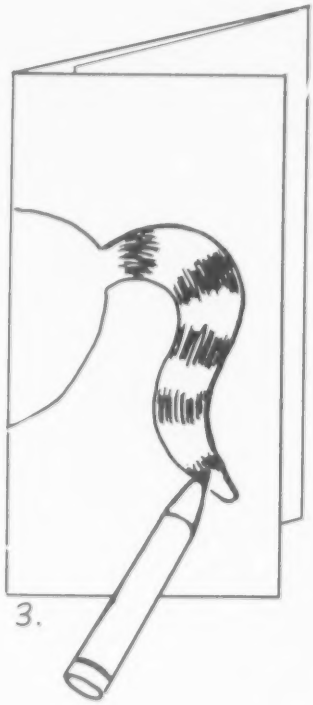
To do this project with a large group divide into small groups of three so you end up with a whole zoo full of crazy animals Decorate your bulletin board with the hilarious results!



1.



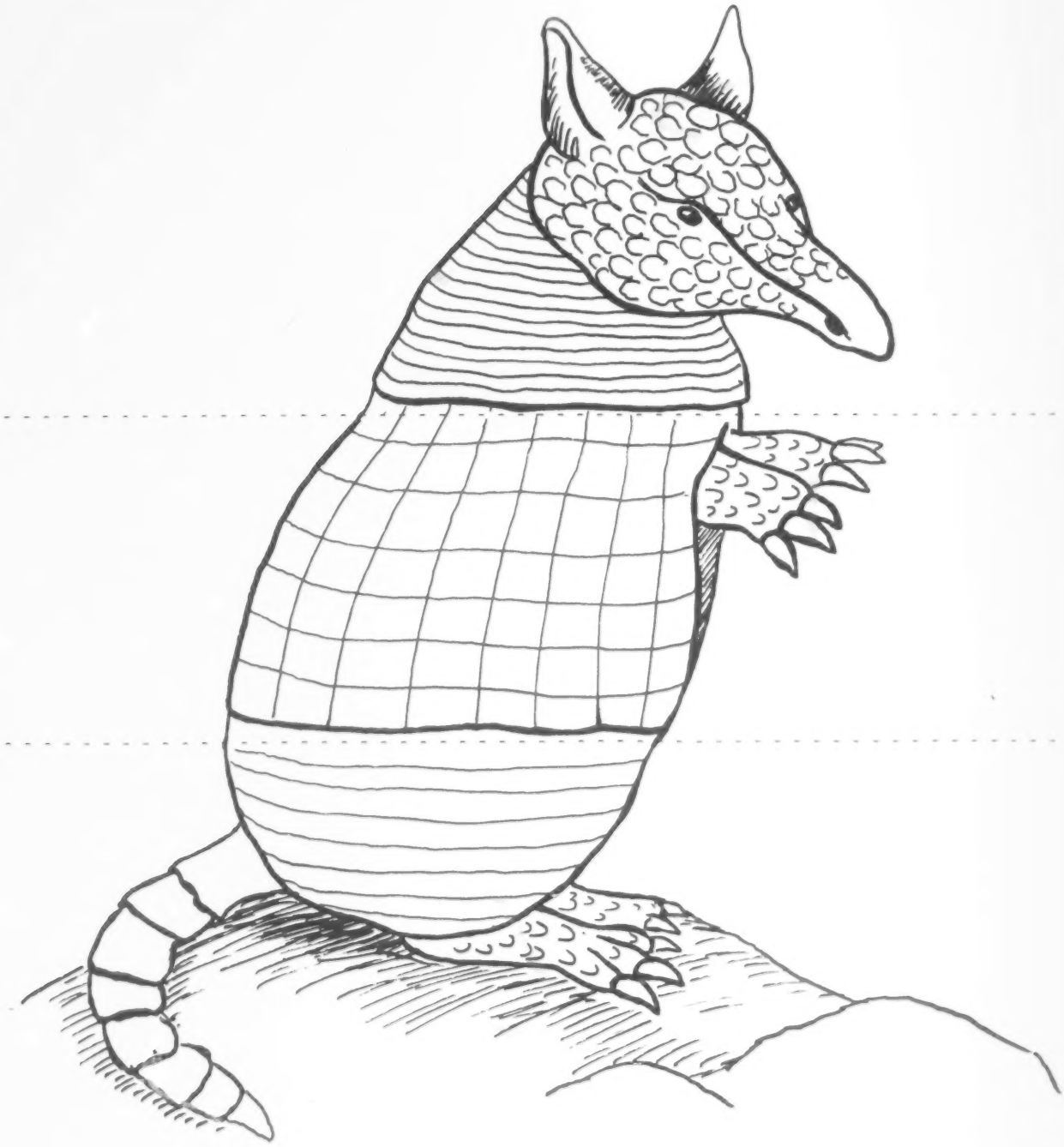
2.



3.

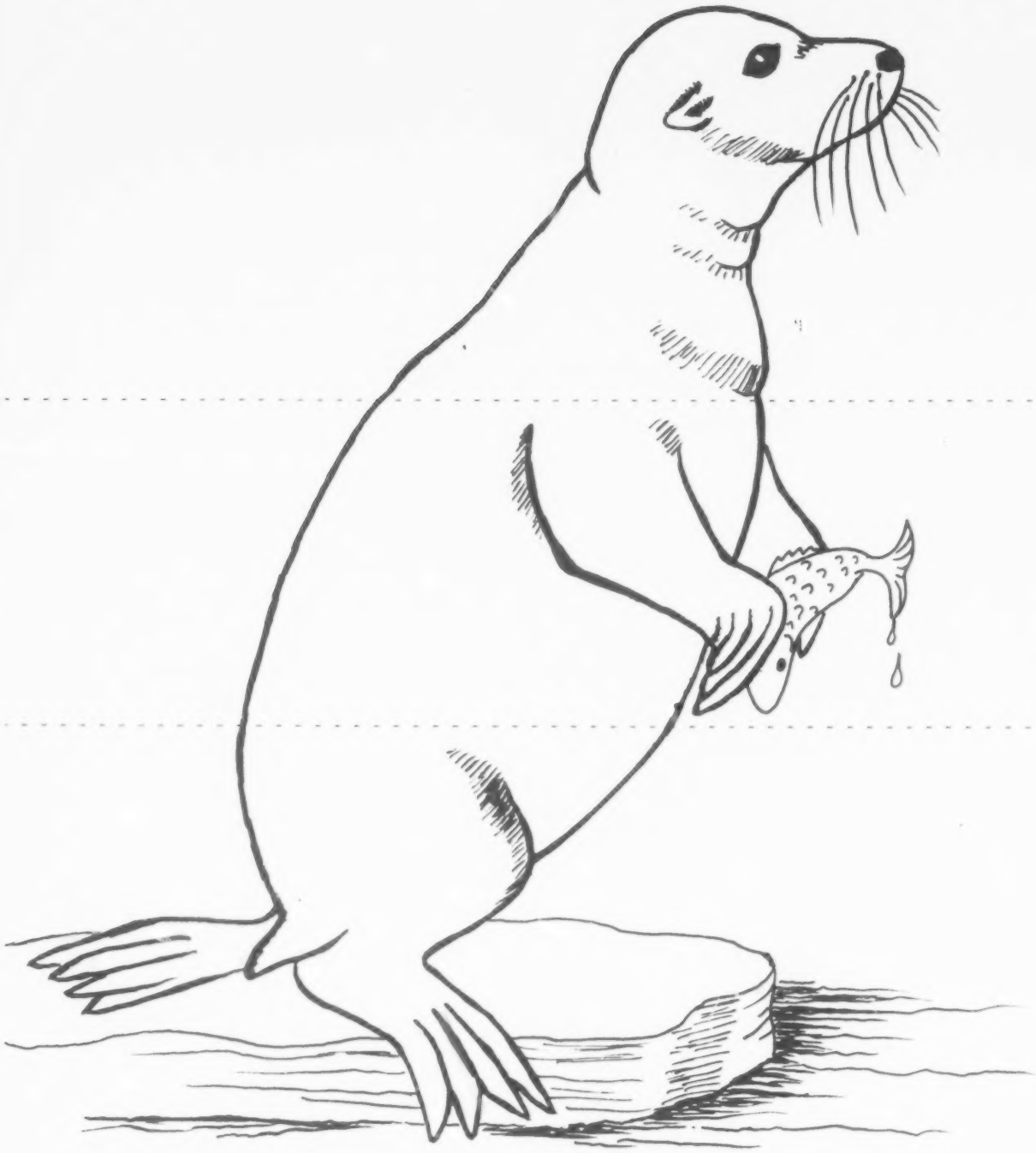
Animal Scramble
Page One Animal

Photocopy these three animal pages for children to color. Children cut on the dotted lines so they can arrange and rearrange their animals to create scrambled silly dilly animals of their own choosing.



Animal Scramble
Page Two Animal

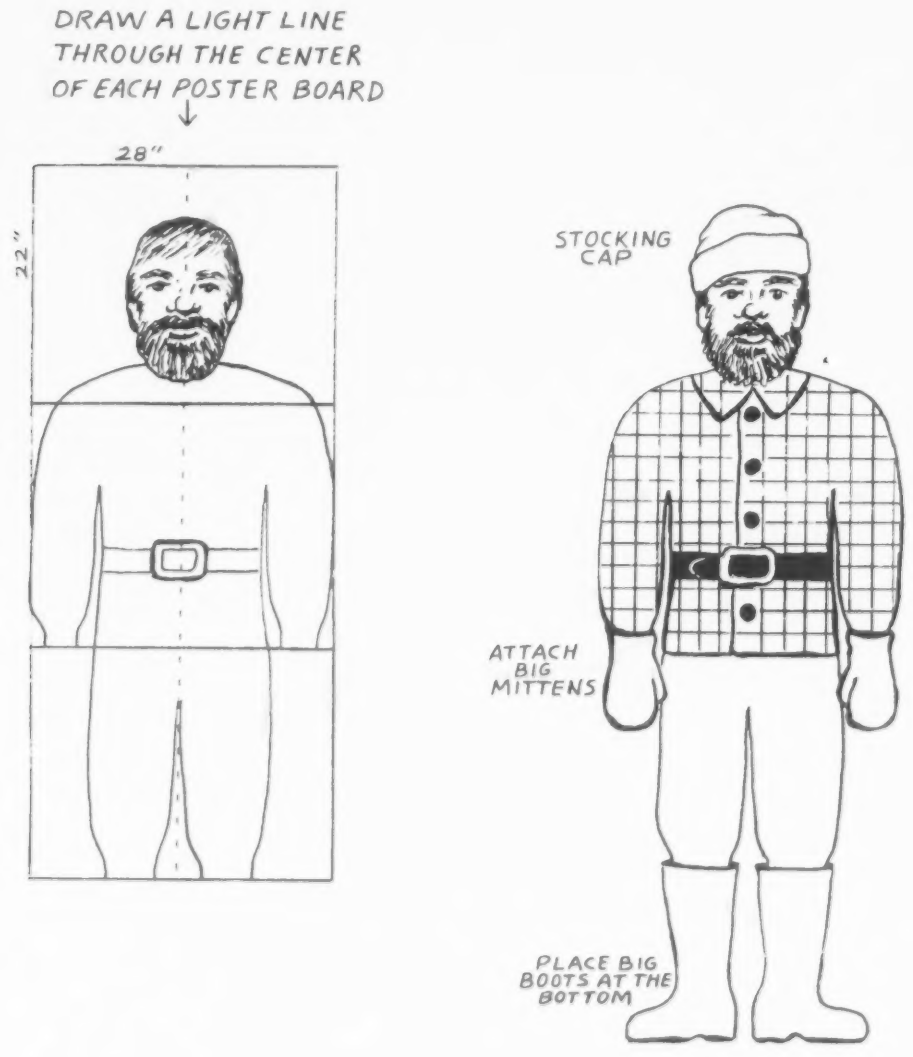
Animal Scramble
Page Three Animal



Big Paul

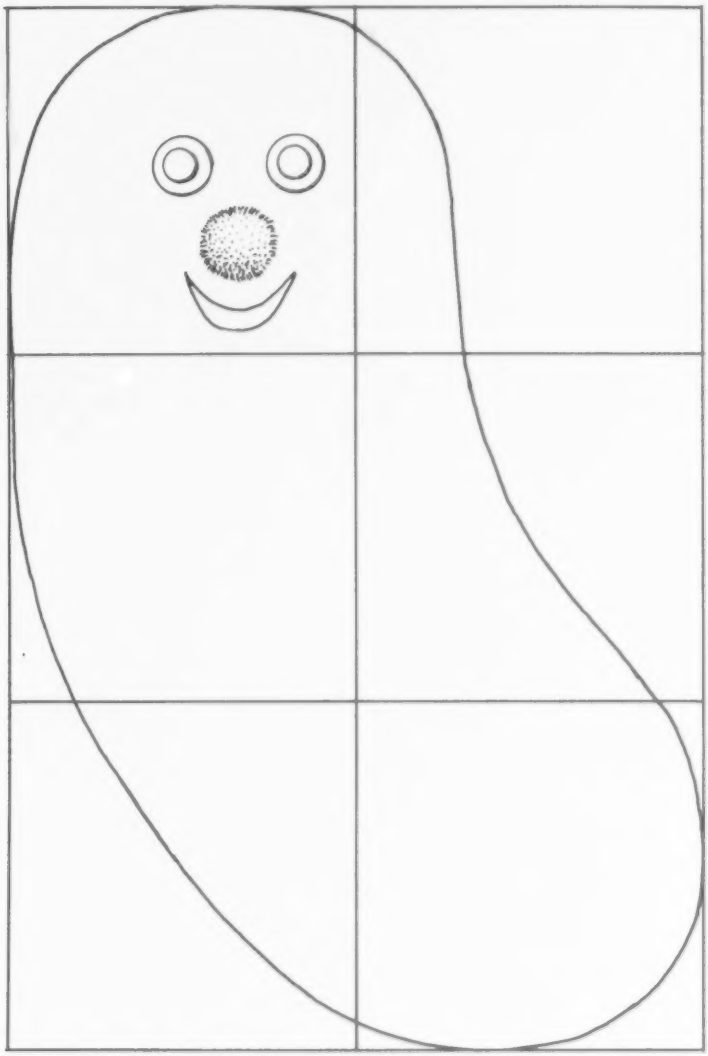
Use this project as a display (described as "Stretch Yourself: Use Your Library" in the decorating section. Or have kids make their own projects to take home. These are really big as described here so take home projects might end up being smaller.

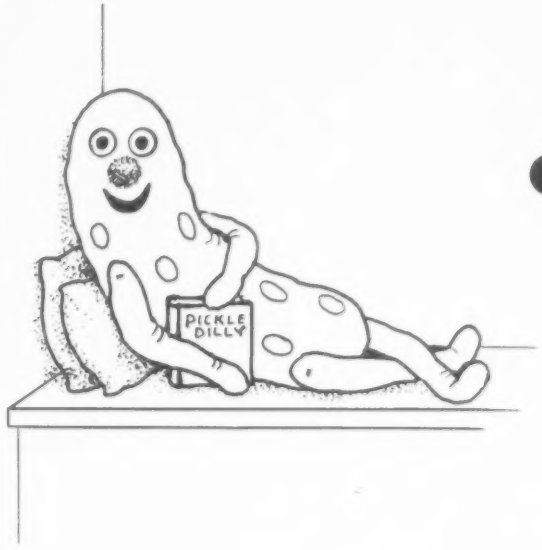
You will need three sheets of posterboard to make the full sized Big Paul. Each body section uses a length of posterboard. The head and shoulders are sketched on one posterboard, the arms and middle section are sketched on the next posterboard, and the legs are sketched on the third posterboard. Cut out and color each section. You might wish to glue fabric on the body for the shirt and pants. Attach big mittens for the hands and place big boots at the bottom for feet. Big Paul will need to be hung on a wall or attached to the wall with a soft plastic tacky adhesive so the boots "meet" the legs. Refer to the illustration below.



Giant Pickle

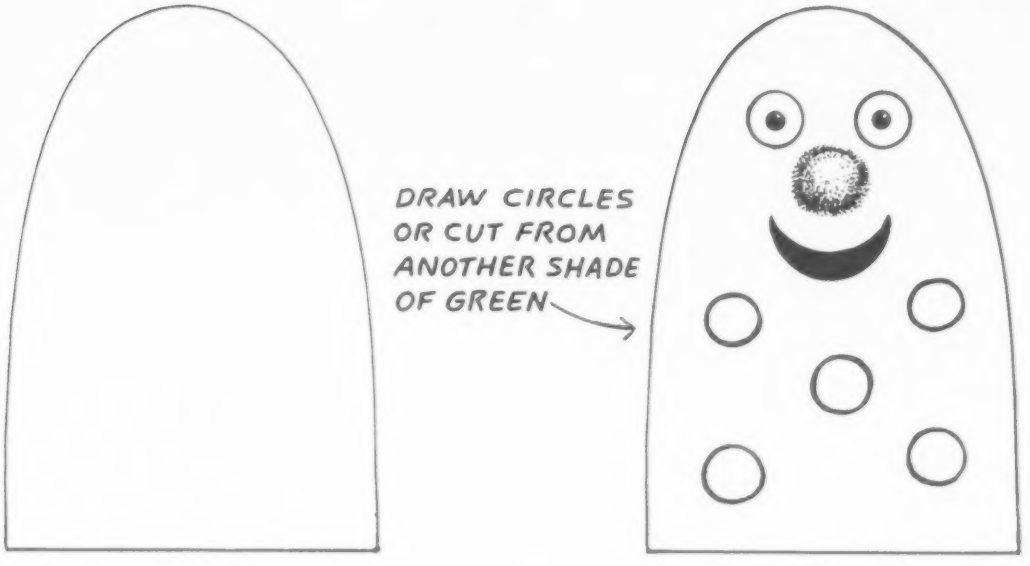
Enlarge the pickle shape below to any size you like. If you want to make your library into a "Pickle Dilly Place" as described in the decorations section, you might want a three or four foot pickle. Make the pickle out of light green cotton or felt and cut out two sections to stitch together. Draw circles on the pickle with black magic marker or glue on lighter green circles of felt. Add features. The nose can be a large green pom pom ball. The mouth can be a red felt scrap. The eyes can be white and black felt. See illustration for ideas. The pickle can be stuffed with crumbled newspaper so it is really bumpy.





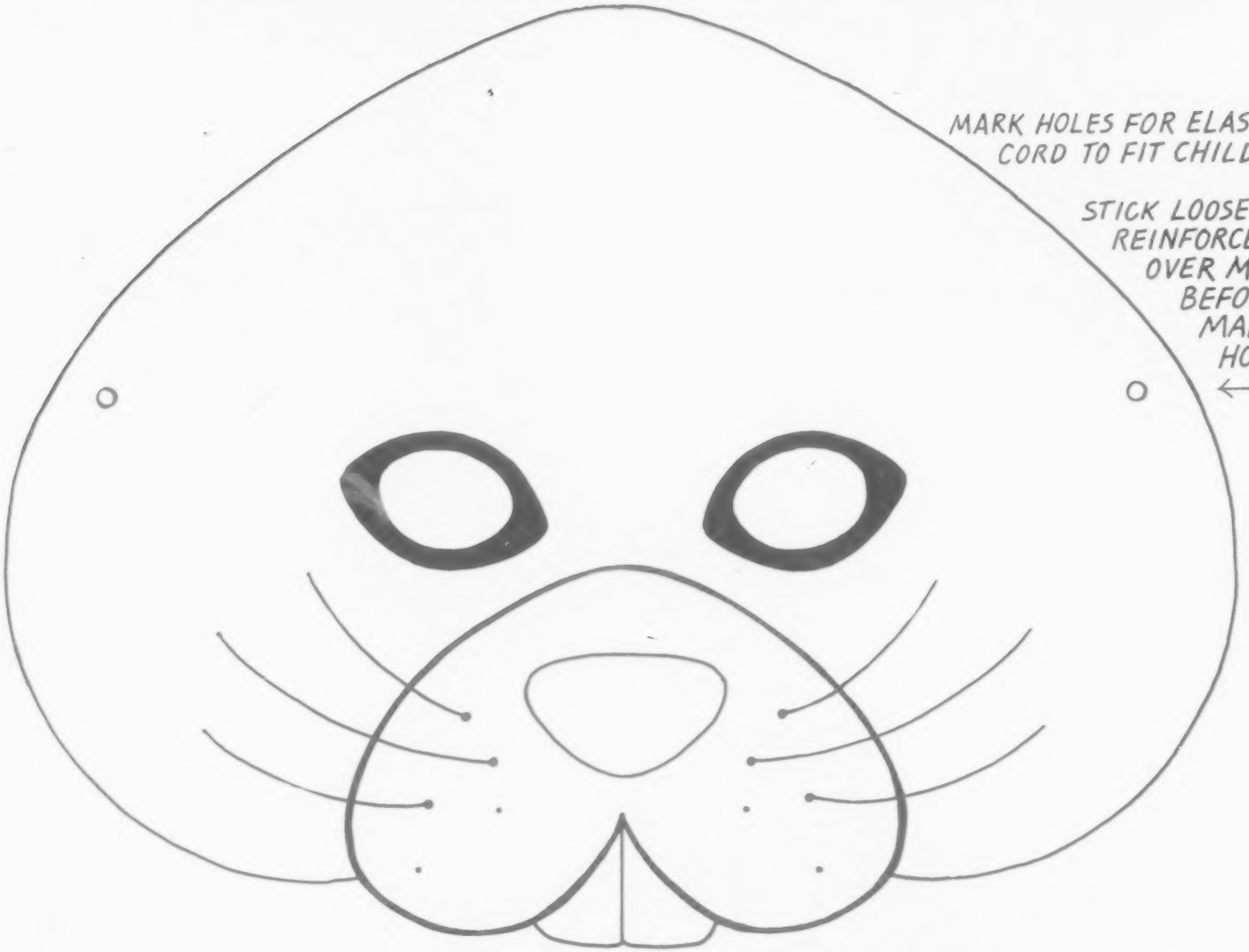
Pickle Finger Puppet
(Use this with program "Pickles Are Dillies")

Give each child two pieces of green felt, heavy interfacing, or heavy green paper that are cut out like the pattern below. The fabric or paper pieces are then glued around the edges so the finger still can be slipped inside and the shape is then used as a finger puppet. Draw on pickle bumps with black crayons or magic markers. Give each child a small green pom pom for the nose, a red felt scrap for the mouth, and either black felt for the eyes, or "googlie" eyes purchased at a discount or craft store.



Funny Bunny Mask

(Use this with program "Funny Bunnies and Other Silly Animals)



OUTLINE MUZZLE AND EYES WITH MARKER BEFORE CUTTING MASK.

MARK HOLES FOR ELASTIC CORD TO FIT CHILD.
STICK LOOSE-LEAF REINFORCEMENTS OVER MARKS BEFORE MAKING HOLES.
OUTLINE BILL AND EYES WITH MARKER BEFORE CUTTING MASK.
TRACE AROUND BILL AND CUT FROM ANOTHER COLOR OF PAPER IF DESIRED.

Silly Goose Mask

(Use this with program "Funny Bunnies and Other Silly Animals")

Silly Dilly Games

Some silly games appear with specific programs in this manual (for example, the Silly Dilly Animal Game is part of the Funny Bunnies and Other Silly Animals Program.) Pencil games appear in the activity page section of the manual. Here are other games that can be used as you like--either in a special silly games day or as part of a regularly scheduled event.

Silly Chicken or Go Lay an Egg!

Fill plastic egg shaped panty hose containers with slips of paper on which you write stunts for children to perform. Each egg might contain several stunts that several children perform alone or in groups. Some stunts may be easier than others or adapted for the age group you work with. You are the best judge of this, but the stunts should be fun and not designed to make anyone feel awkward. For example: "Sing a silly song you know." After each egg is emptied of the stunt slips, put the eggs in a corner of the room. A guest "silly chicken" comes in at the end and goes to the nest to collect the eggs and passes out treats to everyone at the end!

Silly Dilly Bean Brains in a Jar

A Guessing Game

Silly Dillies are known to have small brains like dinosaurs. Fill a goldfish bowl with jelly beans and ask children to guess how many silly dilly bean brains you have placed in the jar. This contest game may be set up in the library for opening week of your program.

Wild Goose Chase

Play this game and teach the phrase "wild goose chase" (an absurd and often futile errand) to the children in your library by setting up scavenger hunts for silly things in your community or the area around your library. Here are a few silly items you might begin with: a popped balloon, a sock with a hole in the toe (no fair cutting one out!), a beanie, a box of mud.

Old As the Hills Games To Remember To Use

Don't forget the tried and true games of "Duck Duck Goose," "Simon Says," and "Gossip." "Simon Says" might be called "Silly Dilly Says" and it will be a perfect addition to the silly activities you plan this summer. Several of the picture books listed in the bibliography (Aminal) by Balian and It's Perfectly True by Andersen) involve absurd situations resulting from passing on information incorrectly so a game of gossip would be a natural follow up activity. To play this game either make up a short story or a sentence to pass along in whispers all over the room.

Games for Older Children

Bring in the scrabble boards, the Pictionary games, and the monopoly boards and have some good old fashioned fun games in your library. These are relatively quiet and don't require as much space as some of the active games described earlier.

If you have a family fun night you may wish to play some cooperative games with older and younger children together. The advantages of "new games" is that the fierce competition that pits big against little, older against younger doesn't apply. People "win" by cooperating and so many of the games are barrels of fun! One of my favorite sources of these games is Terry Orlick's The Cooperative Sports and Games Book (Pantheon 1978).

Announce a "Make Your Own Silly Dilly Game" contest. Lots of books use games as one of the story devices. Treehorn, in The Shrinking of Treehorn changes his size as a result of his playing a board game. Strange things happen to the children in Jumanji during the course of their playing another board game. Read these books aloud to a group of pre teens and pass out the paper for them to create humorous board games of their own. You'll chuckle over the results!

Funny Farm
Animal Scramble Page

For Primary Grades

Silly Dilly scrambled the names of animals found around the farm. Can you unscramble them?

eoshr

gip

peshe

ocw

rersoot

taog

Answers to Funny Farm Animal Scramble

horse

pig

sheep

cow

rooster

goat

87

Silly Soup
Food Scramble Page

Silly Dilly scrambled the names of foods when he was making soup. Can you unscramble these words for common foods so the soup can be made?

oottam

cnhekci

ecir

enolod

feeb

atotop

tocrra

ncro

Answers to Silly Soup Food Scramble

tomato

chicken

rice

noodle

beef

potato

carrot

corn

Silly People, Places, and Things

A Word Completion Page

Sometimes Silly Dilly leaves out letters when he is playing games. Fill in the missing letters to complete the words for silly people (animals), places, and things. The complete words are given at the bottom of the page for clues.

Snopp
Grinch
Uggs
Hyena
Monkey
Fool
Dilly

Chelm
Gotham

Noodle
Pickle
Piccalilli
Riddle
Limerick
Nonsense

Answers to Silly People, Places, and Things
Word Completion Page

```
          S N O P P
        P I C K L E
P I C C A L I L L I
    F O O L
        H Y E N A

          D I L L Y
      G R I N C H
          L I M E R I C K
  N O O D L E
M O N K E Y

    N O N S E N S E
          U G G S
G O T H A M
  C H E L M
        Y E R T L E
          R I D D L E
```

Fun things To Do This Summer

Decipher the code below to discover fun things to do this summer.

Code: A=7 B=19 C=14 D=23 E=5 F=16 G=9 H=1 I=22 J=10
K=6 L=17 M=8 N=3 O=24 P=11 Q=4 R=12 S=26 T=18 U=21
V=2 W=13 X=25 Y=15 Z=20

1. 26-13-22-8

2. 16-22-26-1

3. 12-5-7-23

4. 26-6-7-18-5

5. 11-22-14-3-22-14

6. 14-7-8-11

7. 19-22-14-15-14-17-5

8. 10-21-9-9-17-5

9. 1-22-6-5

10. 14-7-3-24-5

Kids! Use the code above to make up other fun messages to send to your friends. This is ANOTHER fun thing to do this summer when you think you have nothing to do!

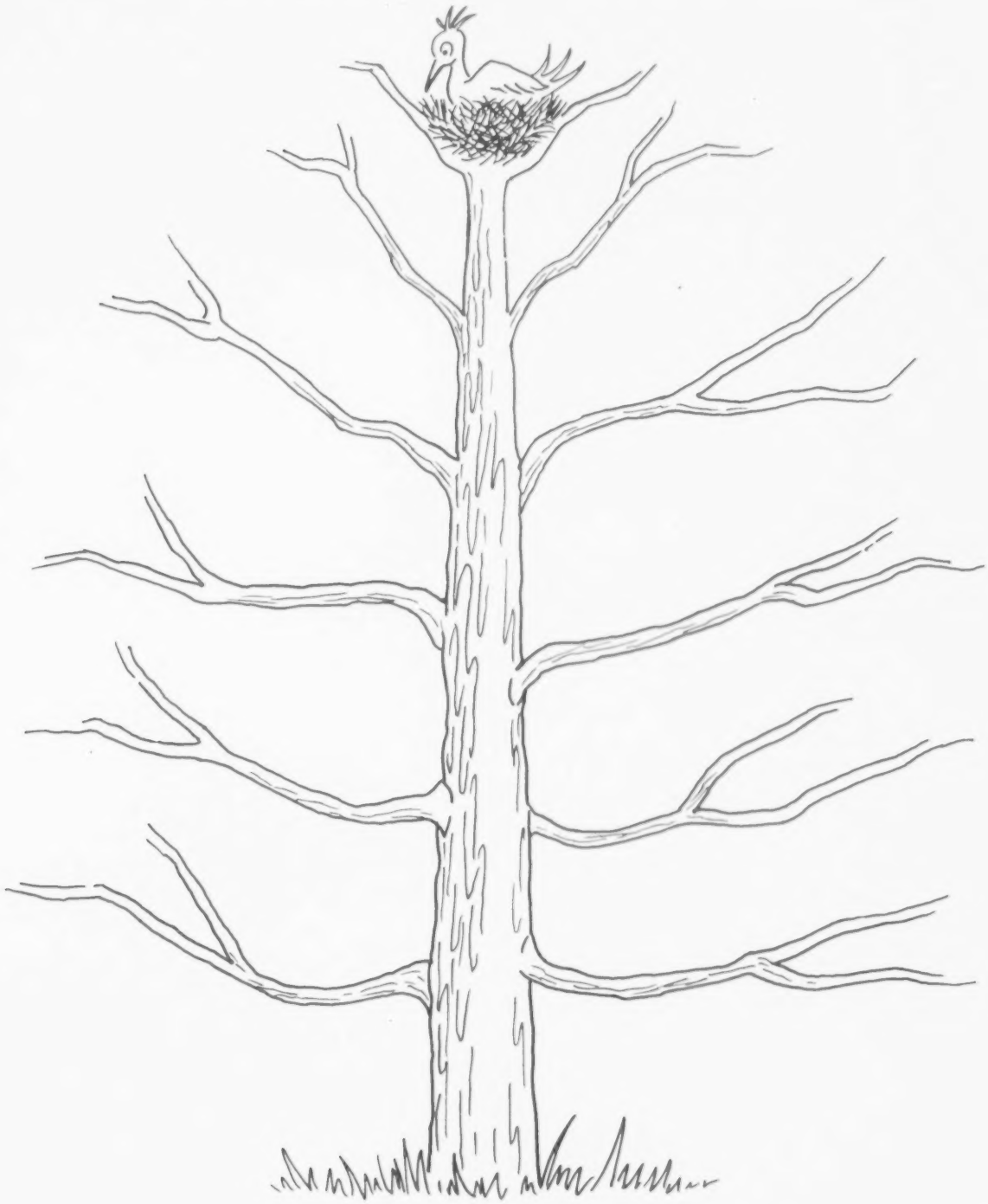
Answers to Fun Things to Do This Summer

1. swim
2. fish
3. read
4. skate
5. picnic
6. camp
7. bicycle
8. juggle
9. hike
10. canoe

Create Your Own Silly Picture I

Why Doesn't It Grow on Trees

Everyone knows about lemon trees, apple trees, and even money trees (although we haven't seen one lately). Dream up a silly thing or things to grow on this tree and draw them on the branches.



Create Your Own Silly Picture II

Silly Ride

Everyone has heard of roller coaster rides or even magic carpet rides, but YOU can use your imagination and think of other silly rides. Would you like to take a Silly Pickle Ride or a Silly Stegosaurus Ride? You decide! Then draw a picture of that vehicle just above the wheels that are shown on this page. (You can add more wheels if you like!)

Silly Search I

Search for the words listed below and circle them. The words are all synonyms for smile, laugh, or silly. How many can you find (and still keep a straight face).

A G O M E H E M T

B T I O I C S O C

C R T G L E M L M

C O I E G P I N S

H A C I R L L P I

U R K R I O E R L

C S L U N G B T L

K O E C D U I O Y

L L Z V C F R J O

E K A R I F R O E

F L D U L A A K I

G S L J G W N E W

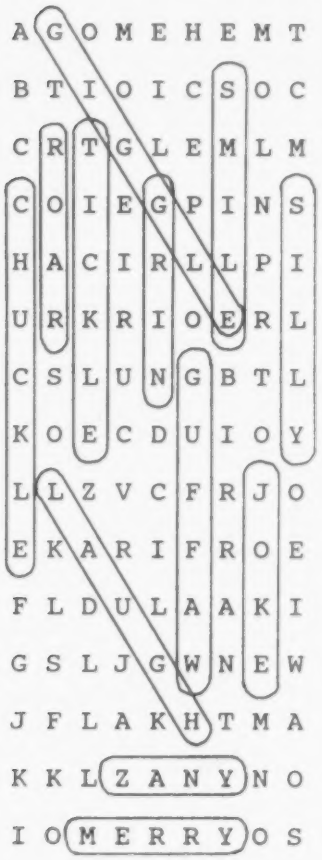
J F L A K H T M A

K K L Z A N Y N O

I O M E R R Y O S

GIGGLE	SMILE	ROAR	LAUGH
GUFFAW	ZANY	CHUCKLE	GRIN
JOKE	TICKLE	SILLY	MERRY

Answers to Silly Search I


A G O M E H E M T
B T I O I C S O C
C R T G L E M L M
C O I E G P I N S
H A C I R L L P I
U R K R I O E R L
C S L U N G B T L
K O E C D U I O Y
L L Z V C F R J O
E K A R I F R O E
F L D U L A A K I
G S L J G W N E W
J F L A K H T M A
K K L Z A N Y N O
I O M E R R Y O S

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Silly Search II

Search for the names of silly characters in books that are listed on the bottom of this page. If you don't know the characters, try to find out more about them in your library!

A P I G L E T G

E L F U D G E R

I Y D S D L T I

O L C O L I W N

A E R U P H E C

S U D S I O E H

P S O E N M D D

O O C C K E L A

P M O M E R E M

P E D H R S D E

I K I K T D U L

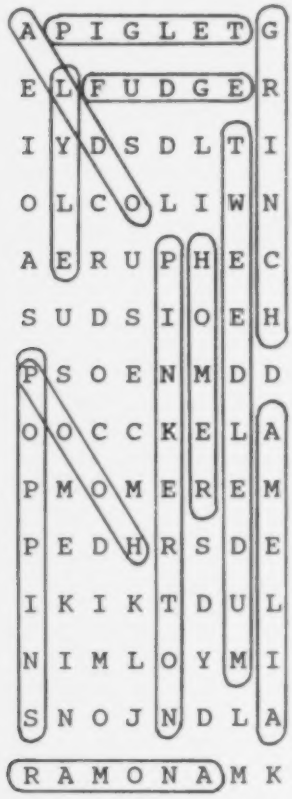
N I M L O Y M I

S N O J N D L A

R A M O N A M K

FUDGE	PINKERTON	GRINCH	RAMONA
LYLE	POOH	PIGLET	ALDO
AMELIA	HOMER	POPPINS	TWEEDLEDUM

Answers to Silly Search II


A P I G L E T G
E L F U D G E R
I Y D S D L T I
O L C O L I W N
A E R U P H E C
S U D S I O E H
P S O E N M D D
O O C C K E L A
P M O M E R E M
P E D H R S D E
I K I K T D U L
N I M L O Y M I
S N O J N D L A
R A M O N A M K

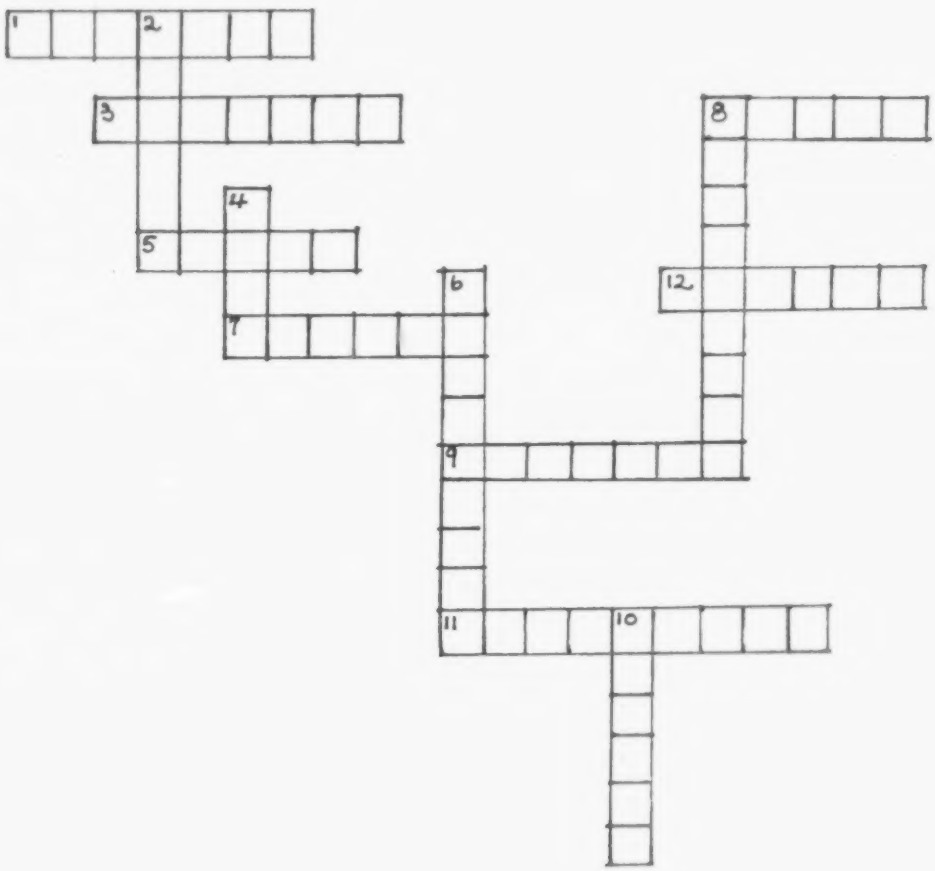
Humorous Books, Characters, and Authors
Crossword Puzzle

Fill in the names of the characters, titles, and authors of humorous books. When you get stuck, check the card catalog or see if you can find the answers in books in your library!

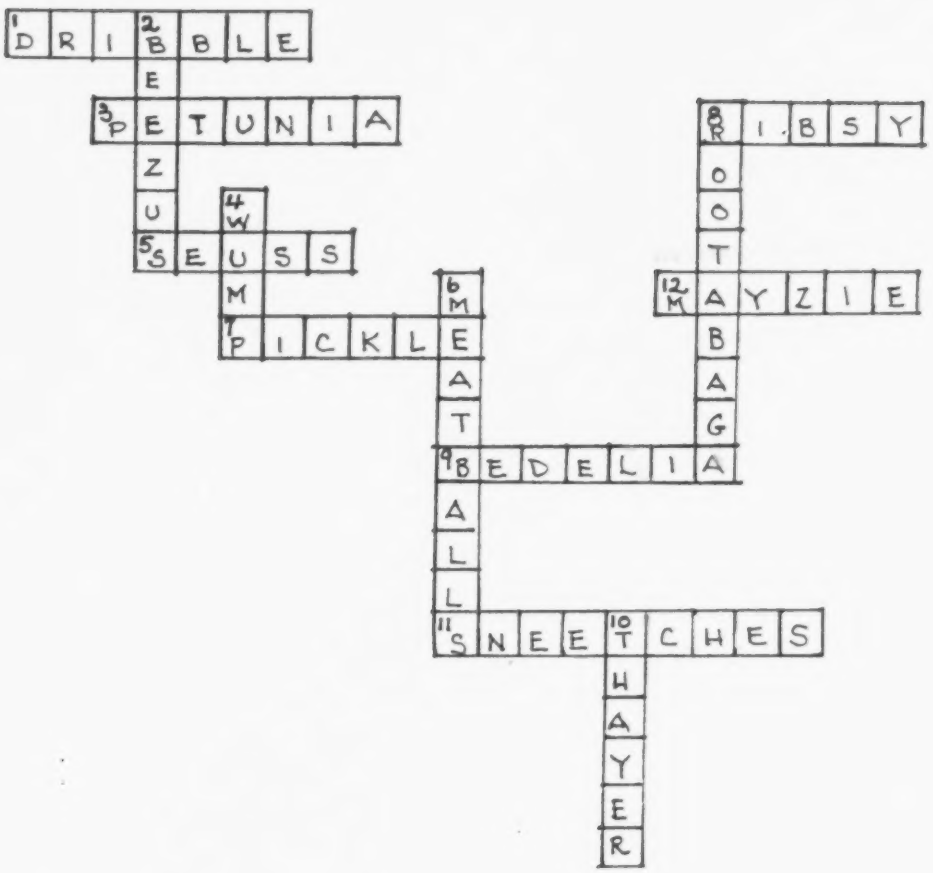
Across

1. Turtle swallowed by Fudge
3. Silly Goose in Duvoisin book
5. Famous "Dr" of nonsense books
7. ------- Things
8. Henry Huggins' dog
9. Amelia -------
11. Star bellied Seuss creatures
12. Egg laying Seuss bird

2. Ramona's sister
4. Pollutians disrupt their world
6. Cloudy with a chance of ----------
8. Stories by Sandburg
10. Riddle king of America



Key to Humorous Books, Characters, and Authors Crossword



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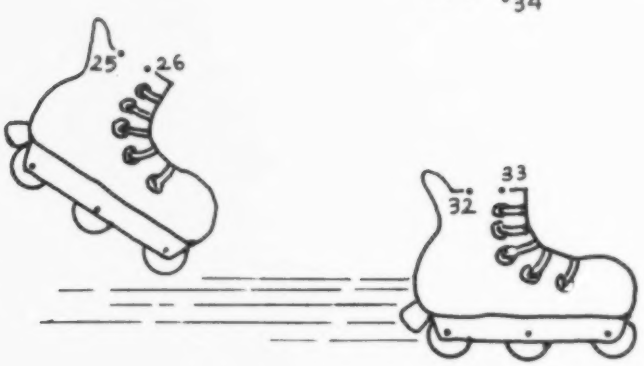
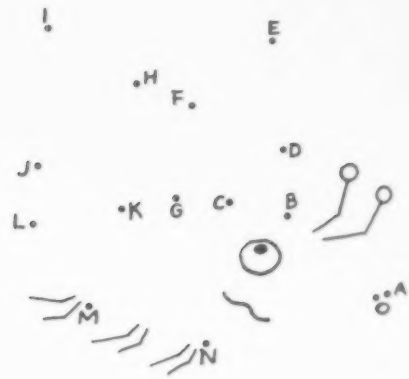
Dot to Dot I



CONNECT THE NUMBERS,
THEN CONNECT THE LETTERS.

Dot to Dot II



3
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12
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11

CONNECT THE NUMBERS,
THEN CONNECT THE LETTERS.

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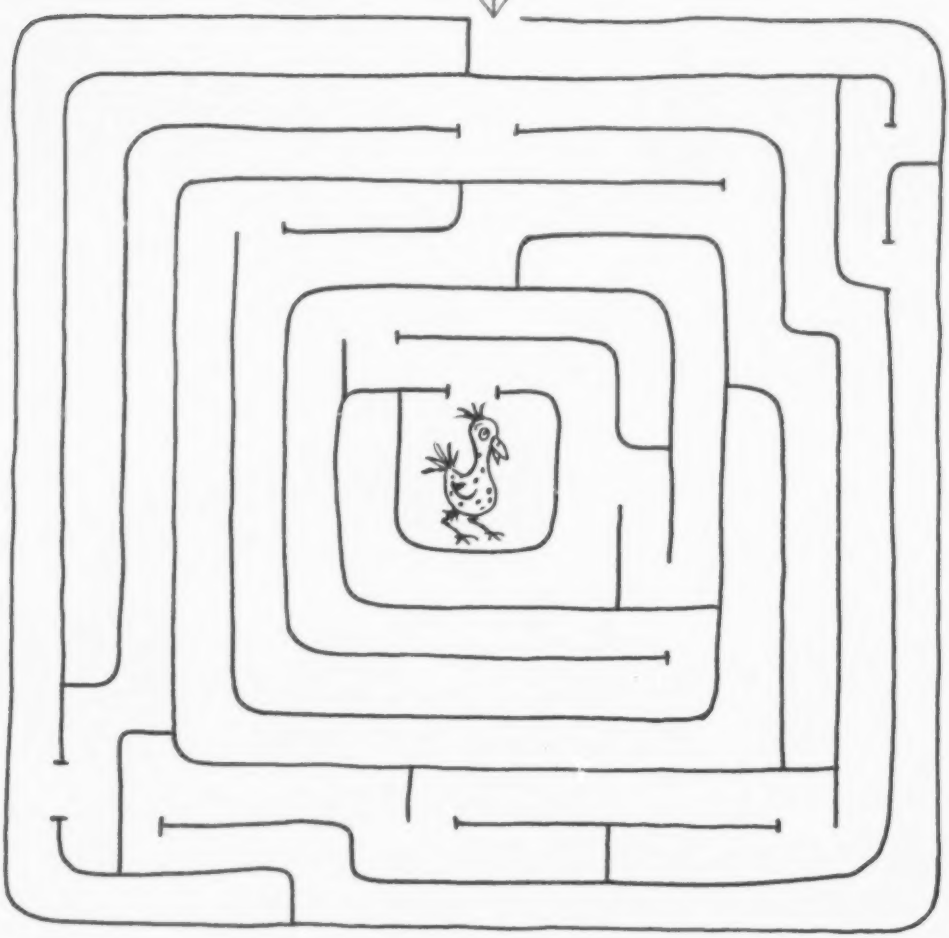
Maze I

Find Silly Dilly.



Help Silly Dilly find his library books.

Silly Dilly Riddles

If you use a mascot puppet, the Silly Dilly, have children ask these riddles to the puppet. Or, have the Silly Dilly ask the riddles! In any case, these silly (old as the hills) riddles should start you going and keep you in stitches for some time this summer.

1. How long is a Silly Dilly's neck?
   Long enough to hold up his Silly Dilly head.

2. What is green with bumps?
   A Silly Dilly Pickle, silly!

3. What kind of bones does a Silly Dilly have?
   Funny bones.

4. When does a Silly Dilly have at least ten arms?
   When it is hugging an octopus.

5. Why are a Silly Dilly's teeth like stars?
   They come out at night.

6. Why do a Silly Dilly's clothes always come apart?
   Because he laughs until his sides split.

7. What did the Silly Dilly say to the seamstress?
   You're a stitch!

8. What smells like peanuts and stinky socks?
   A Silly Dilly eating a peanut butter sandwich in his stocking feet.

9. Why did the Silly Dilly put macaroni on his head?
   Because his mother told him to use his noodle.

10. Why did the Silly Dilly take a leash out in the rain ?
    Because he heard it was raining cats and dogs.

11. What might you find on a Silly Dilly's tombstone?
    He died laughing.

12. Why does a Silly Dilly carry books to the library?
    Because books can't walk by themselves, can they?

Bibliography
Picture Books and Books for Younger Readers

Aardema, Verna. What's So Funny, Ketu? Illustrated by Marc Brown. Dial, 1982.
In this Sudanese tale, Ketu is rewarded for saving the life of a snake by understanding what animals think, but the results are both hilarious and unfortunate.

Aardema, Verna. Why Mosquitoes Buzz in People's Ears. Illustrated by Leo and Diane Dillon. Dial, 1975.
A ridiculous chain of events results from mosquito teasing an iguana until the chain is traced back to the pesky mosquito.

Adler, David A. The Carsick Zebra and Other Animal Riddles. Illustrated by Tomie de Paola. Holiday House, 1983.
The illustrations are as fun as the riddles about animals that use such clever word play as "How do pigs keep from getting a suntan?" (They wear "oinkment.")

Allard, Harry. The Stupids Step Out. Illustrated by James Marshall. Houghton Mifflin, 1974.
In this adventure (one of a series about the Stupids), the family visits grandparents who don't seem to know them and eat mashed potato sundaes.

Andersen, Hans Christian. It's Perfectly True! Illustrated by Janet Stevens. Holiday, 1988.
A hen's innocent remark that the more she pecks out her feathers the more beautiful she becomes is contorted as it is passed on.

Balian, Lorna. The Aminal. Abingdon, 1972.
Patrick catches a round, green blinky eyed animal and the story grows larger as it is repeated.

Barrett, Judi. Animals Should Definitely Not Wear Clothing. Illustrated by Ron Barrett. Atheneum, 1973.
A series of absurd conclusions follow the statement, "Animals should definitely not wear clothing," including a hen laying an egg in a pair of pants.

Related title by same author: Animals Should Definitely Not Act Like People. Atheneum, 1980.

Barrett, Judi. Cloudy with a Chance of Meatballs. Illustrated by Ron Barrett. Atheneum, 1982.
Food drops from the sky in the town of Chewandswallow with hilarious and disastrous results.

Barrett, Judi. Pickles Have Pimples and Other Silly Statements. Illustrated by Lonnie Sue Johnson. Atheneum, 1986.
This rhymed text shows the humorous side to everyday things such as "Pickles have pimples/cheeks have dimples."

Benjamin, Alan. Ribtickle Town. Illustrated by Ann Schweninger. Four Winds, 1983.
The young narrator strolls through a whimsical place where the gates are made of plates, houses are teapots, trees have arms and legs and much more nonsense.

Bernstein, Joanne, and Paul Cohen. Un-Frog-Getable Riddles. Illustrated by Alexandra Wallner. Whitman, 1981.
Word play abounds in frog riddles such as "How do you get frogs off the trunk of your car?" "With a rear defrogger."

Brown, Marc. Pickle Things. Parents, 1980.
Back in print, this favorite book in rhyme suggest amusing possibilities for pickles.

Brown, Ruth. The Big Sneeze. Lothrop, Lee, & Shepard, 1985.
As a farmer is dozing, a fly lands on his nose, causing him to sneeze which sets off a chain of events nearly bringing about a catastrophe.

Burns, Diane L. Elephants Never Forget. Illustrated by Joan Hanson. Lerner, 1987.
This small book devoted to elephant jokes is one of the popular "Make Me Laugh" series.

Bush, John. The Cross-With-Us Rhinoceros. Illustrated by Paul Geraghty. Dutton, 1988.
Willy, Wally, Tilly, and I, the narrator of this story in rhyme are chased by a cross-with-us rhinoceros until he suddenly becomes their friend.

Calhoun, Mary. Jack and the Whoopee wind. Illustrated by Dick Gackenbach. Morrow, 1987.
Mad at the wind that blows into his town of Whoopee, Wyoming, Jack vows to stop it with far flung solutions.

Charlip, Remy. Fortunately. Four Winds, 1964.
A chain of events alternates between good luck and bad luck in this ever popular book that is good to use in predicting outcomes.

Chase, Richard. Jack and the Three Sillies. Illustrated by Joshua Tolford. Houghton Mifflin, 1950.
This appalachian Jack tale (now out of print) is a classic retelling of the three sillies story and well worth trying to find for a read aloud.

Degen, Bruce. Jamberry. Harper and Row, 1983.
A bear discovers the joy of all kinds of berries in this jaunty book in verse.

Dodds, Dayle Ann. Wheel Away. Illustrated by Thacher Hurd. Harper and Row, 1989.
A runaway wheel bumps (pa-da rum) down the hill, through the mill, in and out and under and over things in town in this

tale in rhyme and rhythm that just begs to be read aloud with children adding the appropriate sounds.

Duvoisin, Roger. Petunia. Knopf, 1950.
Petunia, the silly goose, assumes she is wise just because she finds a book, but her foolish advice nearly brings about disaster.

Eastman, P.D. Flap Your Wings. Random House, 1969.
Mr. and Mrs. Bird take care of the large egg in their nest, but when it hatches into an alligator they try to teach it to flap its wings.

Elting, Mary, and Michael Folsom. Q Is For Duck. Illustrated by Jack Kent. Clarion, 1980.
In this of beat alphabet book the reader is challenged to guess why A is for Zoo (because animals live there) and so on through the alphabet.

Emrich, Duncan. The Nonsense Book. Four Winds, 1970.
This older collection presents a wealth of tongue twisters, jump rope rhymes, autograph album verses, ball bouncing rhymes and nonsense to inspire games and activities all summer.

Espeland, Pamela and Marilyn Waniek. The Cat Walked Through the Casserole. Carolrhoda, 1984.
Everyday and fanciful subjects are included in this poetry collection that is accompanied by art from many well known illustrators.

Flora, James. The Day the Cow Sneezed. Harcourt, Brace & World, 1957.
Old Floss the cow sneezes so hard she blows a hole in the schoolhouse and creates such havoc you'll never believe the consequences in this whopper of a tale that is now out of print but worth looking for in library collections.

Flora, James. Grandpa's Farm. Harcourt, Brace & World, 1965.
Favorite tall tales include stories of a big wind, the terrible winter of '36 that freezes words, and Little Hatchy Hen who hatches such amazing items as hen houses and automobiles.

Furtado, Jo. Sorry, Miss Folio! Illustrated by Frederic Joos. Kane/Miller, 1988.
A child comes up with wild excuses all year for not returning his library book in this outlandish story that will inspire creative writing projects.

Galdone, Paul. Cat Goes Fiddle-i-Fee. Clarion, 1985.
This old English rhyme that can be sung makes a good audience participation story as children make the appropriate sounds of the animals.

Gammel, Stephen. Once Upon Macdonald's Farm. Four Winds, 1981.
In this variation on the old song, Old MacDonald buys an elephant, baboon and lion to help him on the farm, but when they leave, the farmer is given the typical farm animals even though he uses them in unusual ways.

Glazer, Tom. On Top of Spaghetti. Illustrated by Tom Garcia. Doubleday, 1963.
This parody sung to the tune of "On Top of Old Smokey" traces the adventures of a madcap meatball as it rolls off the table when someone sneezes.

Gwynne, Fred. The King Who Rained. Simon and Schuster, 1970.
A little girl pictures the things her parents talk about which cause her to be confused. For example, she pictures a giant fork across a road when they say "there are forks in the road."

Gwynne, Fred. A Little Pigeon Toad. Simon Schuster, 1988.
A little girl's literal understanding of the things her parents say includes such expressions as "pigeon toad" which is illustrated as a pigeon with a toad's head.

Hewitt, Kathryn. The Three Sillies. Harcourt Brace Jovanovich, 1968.
The classic story of a young man who thinks his sweetheart and her family are the silliest people in the world until he meets three more is retold and illustrated with costumed pigs.

Hubbell, Patricia. The Tigers Brought Pink Lemonade. Illustrated by Ju-Hong Chen. Atheneum, 1988.
These twenty poems are mostly about funny animals or nonsense verse. Two favorites are about an iguana from Potswana who meets a hippo from Peru, and another tells about a determined dragon who refuses to wash her face.

Hurd, Thacher. Mama Don't Allow. Harper and Row, 1984.
The whole neighborhood has had enough of Miles' saxophone playing so he teams up with three other musicians and goes to the swamp where they are warmly received by the alligators.

Kaszo, Keiko. The Wolf's Chicken Stew. Putnams, 1987.
A hungry wolf leaves pancakes, a cake and doughnuts on Mrs. Chicken's step so she will be fat for the chicken stew he is planning, but he meets with a surprise when he comes around to collect her for the stew.

Kellogg, Steven. The Mysterious Tadpole. Dial, 1977.
Louis' uncle sends him a tadpole like animal for his birthday and it grows to such monstrous proportions that the consequences result in hilarious havoc.

Kellogg, Steven. Paul Bunyan. Morrow, 1984.
Kellogg's robust illustrations accompany the story of the popular tall tale hero from the north who digs the St. Lawrence, shaves the slopes of the Rockies, and finds a blue

ox.

Kent, Jack. Silly Goose. Prentice Hall, 1983.
A silly goose warns a sly fox about a number of dangers. The fox always argues that the goose doesn't know what she's talking about, but in the end, the goose ends up wiser than the fox.

Kipling, Rudyard. How the Leopard Got His Spots. Illustrated by Caroline Ebborn. Peter Bedrick, 1968.
One of thirteen Kipling "just so stories" illustrated by contemporary artists tells the tale of the zebra, giraffe, leopard, and Ethiopian who change their skin to fit in with the surroundings.

Korty, Carol. Silly Soup. Scribner's 1977.
These ten short plays are based on noodlehead stories from folklore and contain little songs with suggestions for simple costumes and staging.

Leach, Maria. Noodles, Nitwits, and Numskulls. World, 1961.
If you don't have this older source on your shelves, maybe you can locate it through interlibrary loan because it's a fun source of short noodlehead stories and riddles from different parts of the world.

Lear, Edward. The Owl and the Pussycat and Other Nonsense. Illustrated by Owen Wood. Viking, 1979.
There are a number of splendid picture book versions of this beloved nonsense poem and this one of among the best to share with a group because of its large pages.

Lee, Dennis. Alligator Pie. Illustrated by Frank Newfeld. Houghton Mifflin, 1975.
The three dozen poems in this book trip along the tongue and cover such topics as alligator pie and windshield wipers.

Livingston, Myra Cohn. Dilly Dilly Piccalilli. Illustrated by Eileen Christelow. Margaret K. McElderrry, 1989.
Old and new poems from Robert Louis Stevenson to Arnold Lobel cover such subjects as silly food, animals and familiar objects doing funny things.

Lloyd, David. The Sneeze. Illustrated by Fritz Wegner. Lippincott, 1986.
A series of nonsense questions invite children to come up with answers and explanations for the silly situation resulting from a man sneezing.

Lobel, Arnold. The Book of Pigericks. Harper and Row, 1983.
Original limericks about pigs include a silly pig who eats noodles, one who plays a flute and another who keeps frogs in his pocket.

Lobel, Arnold. A Treeful of Pigs. Illustrated by Anita Lobel. Greenwillow, 1979.

A lazy farmer promises to help his wife only under such extreme circumstances as when pigs bloom in the garden like flowers, when they grow in the trees like apples, when they fall out of the sky like rain.

Lobel, Arnold. Whiskers and Rhymes. Greenwillow, 1985.
Nonsensical nursery rhymes about George who brushed his teeth with pickle paste, and a man who dressed in cheese, recall Mother Goose but are new and original verses.

McAllister, Angela. The King Who Sneezed. Illustrated by Simon Henwood. Morrow Junior, 1988.
King Parsimonious is too cheap to fix up his drafty old castle so he develops a king-sized sneeze. The word play will be better appreciated by school age children.

McPhail, David. Pig Pig Rides. Dutton, 1982.
Pig Pig brags to this mother about all the fantastic rides he will take during the day. This is one of several Pig Pig books.

Macaulay, David. Why the Chicken Crossed the Road. Houghton Mifflin, 1987.
The outlandish results of a chicken crossing the road begin with a cattle stampede and end in a bandit chasing.

Mahy, Margaret. The Boy Who Was Followed Home. Illustrated by Steven Kellogg. Watts, 1975.
When Robert continues to be followed home by so many hippopotamuses that the family cannot cope, they consult a witch for a cure but this results in some curious side effects.

Mahy, Margaret. Nonstop Nonsense. Illustrated by Quentin Blake. Margaret K. McElderry, 1977.
This collection of nonsense appropriately combines the talents of Mahy's whimsical stories and Blake's droll line drawings. Here are stories about a word wizard, a ghost who came out of a book, silly songs and more!

Mahy, Margaret. 17 Kings and 42 Elephants. Illustrated by Patricia MacCarthy. Dial, 1987.
Seventeen kings journey through the jungle on forty two elephants with such merry rhymes and rhythms that the book invites reading aloud. Big bright batik illustrations make this a good storytime choice.

Marshall, James. George and Martha. Houghton Mifflin, 1972.
Five brief stories about two hippopotamuses who are friends is the first in a series of books with gentle humor.

Massie, Diane Redfield. Chameleon Was a Spy. Crowell, 1979.
Chamelion is hired as a spy for the Perfect Pickle Company in order to recover their secret pickle formula that has been stolen.

Monsell, Mary Elise. Underwear! Illustrated by Lynn Munsinger. Whitman, 1988.
Zachary Zebra and Orfo the Orangutan love underwear, but their grumpy friend Bismark the Buffalo fails to see the fun until he is left alone.

Morrison, Bill. Squeeze a Sneeze. Houghton Mifflin, 1977.
A rhyme man in a tall hat suggests putting words together to make silly rhymes.

Numeroff, Laura Joffe. If You Give a Mouse a Cookie. Illustrated by Felicia Bond. Harper & row, 1985.
Never in your wildest dreams would you imagine so many demands could come from one mouse if you give him a cookie!

Ormerod, Jan. Silly Goose. Lothrop Lee & Shepard, 1986.
In a perfect little book for two and three year olds, a little girl tells us all the things she can do like the animals--one of them is to act like a silly goose.

Parish, Peggy. Amelia Bedelia. Illustrated by Fritz Siebel. Harper and Row, 1963.
In this classic tale of word confusion, the beloved maid Amelia tries to literally dress a chicken and put out the lights.

Parish, Peggy. Amelia Bedelia Goes Camping. Illustrated by Lynn Sweat. Greenwillow, 1985.
When Amelia goes camping she pitches a tent by throwing it in the bushes and tries to catch fish by jumping right into the water.

Parish, Peggy. Amelia Bedelia and the Baby. Illustrated by Lynn Sweat. Greenwillow, 1981.
Amelia Bedelia follows directions literally when she is taking care of a baby.

Parish, Peggy. Amelia Bedelia Helps Out. Illustrated by Lynn Sweat. Greenwillow, 1979.
Amelia's niece Effie Lou helps her as they put weeds in the garden, tie steaks on the beans and throw scraps at the chickens.

Parish, Peggy. Good Work, Amelia Bedelia. Illustrated by Lynn Sweat. Greenwillow, 1976,
Amelia makes one mess after another because she misinterprets the directions Me. and Mrs. Rogers give, but the well meaning maid vindicates herself by serving cake with butterscotch frosting.

Parish, Peggy. Amelia Bedelia's Family Album. Illustrated by Lynn Sweat. Greenwillow, 1978.
Amelia Bedelia shows her family photo album to the Rogerses and explains the unusual jobs each person has.

Parish, Peggy. Play Ball Amelia Bedelia. Illustrated by Wallace

Tripp. Harper & Row, 1972.
Amelia Bedelia puts tags on the players and steals the bases by picking them up, but she also hits a home run and serves cookies to the baseball team in the end.

Parish, Peggy. Teach Us, Amelia Bedelia. Illustrated by Lynn Sweat. Greenwillow, 1977.
Amelia Bedelia acts a substitute teacher for the day with humorous results.

Patz, Nancy. Pumpernickel Tickle and Mean Green Cheese. Watts, 1978.
Benjamin and his elephant are sent to the store to buy pumpernickel bread, cheese, and a dill pickle, but they enjoy so much word play along the way that it's a wonder they come home with the right things.

Peet, Bill. Eli. Houghton Mifflin, 1978.
Eli, an old lion befriends a vulture who in turn ends up saving him from lion hunters.

Peet, Bill. The Gnats of Knotty Pine. Houghton Mifflin, 1975.
The animals of Knotty Pine finally listen to the gnats who are able to make the hunters "buzz off."

Peet, Bill. The Kweeks of Kookatumdee. Houghton Mifflin, 1985.
The bird-like Kweeks can't fly so they have to wait for fruit to fall down for them to eat until they are forced to make a discovery.

Peet, Bill. No Such Things. Houghton Mifflin, 1983.
This collection of imaginary creatures includes pie-faced Pazeeks and Juggarums, a cross between frogs and jugs, will inspire children to create their own crazy animals.

Peet, Bill. The Spooky Tail of Prewitt Peacock. Houghton Mifflin, 1972.
Prewitt the Peacock is not proud of his tail with its wild spooky eyes until it scares away Travis the Tiger.

Peet, Bill. The Wingdingdilly. Houghton Mifflin, 1970.
Scamp the dog doesn't like being a plain dog so Zildy the witch turns him into a whingdingdilly.

Peet, Bill. The Wump World. Houghton Mifflin, 1970.
This ecological parable tells the story of the Wumps, simple grass eating creatures whose world is disrupted by the invasions of Pollutians from the planet Pollutus.

Peet, Bill. Zella, Zack and Zodiac. Houghton Mifflin, 1986.
Zella the zebra helps Zack the ostrich who in turn returns the favor by saving Zella's young from a lion.

Pinkwater, Daniel. Pickle Creature. Four Winds, 1979.
When Conrad's grandmother sends him to the supermarket one night, he finds a pickle creature which he brings home and

cares for.

Pomerantz, Charlotte. How Many Trucks Can A Tow Truck Tow? Illustrated by R. W. Alley. Random House, 1987.
Jaunty verse about a spunky tow truck's feats is printed on tough pages for a toddler's enjoyment.

Pomerantz, Charlotte. The Piggy in the Puddle. Illustrated by James Marshall. Macmillan, 1974.
This catchy verse tells the tale of a piggy and her family who cannot resist the "mooshy-squooshy-oofy-poofy" mud.

Prelutsky, Jack. The Baby Uggs Are Hatching. Illustrated by James Stevenson. Greenwillow, 1982.
The Flotterzott who slides out of its skin and the Snatchies who make off with all those things you miss are just a few of the silly creatures you'll meet in this collection of silly poems.

Prelutsky, Jack. Ride a Purple Pelican. Illustrated by Garth Williams. Greenwillow, 1986.
Nonsense verses involve plenty of word play from places all over the United States.

Prelutsky, Jack. The Snopp on the Sidewalk. Illustrated by Bryon Barton. Greenwillow, 1977.
In this collection you'll meet imaginary creatures such as the Snopp who looks like a mop and a Wozzit who lives in the closet.

Quackenbush, Robert. Clementine. Lippincott, 1974.
This picture book based on the song of the California Gold Rush includes humorously melodramatic illustrations plus prospecting activities at the end.

Quackenbush, Robert. Funny Bunnies. Clarion, 1984.
Lucy Bunny goes for a swim at the hotel where her family is staying and a bunch of funny bunnies come to crowd in the room. This is one of a series of books about the funny bunnies.

Raffi. Shake My Sillies Out. Crown, 1987.
No one goes to sleep at Camp Mariposa until campers and silly animals "shake their sillies out" in this picture book version of the popular song. Four other titles appear in this "Songs to Read Series."

Rey, H.A. Curious George. Houghton Mifflin, 1941.
In this first of several tales about the silly monkey, George calls the fire department and ends up in a zoo.

Rosen, Michael. You Can't Catch Me! Illustrated by Quentin Blake. Andre Deutsch, 1981.
These nonsensical verses combine with humorous drawings about people and their foibles.

Sandburg, Carl. Rootabaga Stories. Part One. Illustrated by Michael Hague. Harcourt Brace Jovanovich, 1988.

----------. Rootabaga Stories. Part Two. Illustrated by Michael Hague. Harcourt Brace Jovanovich, 1989.
Hague's magical illustrations accompany the nonsense of Rootabaga Country people with pigs who wear bibs, corn fairies, the Huckabuck family, and Blixie Bimber.

Sandburg, Carl. The Wedding Processing of the Rag Doll and the Broom Handle and Who Was In It. Illustrated by Harriet Pincus. Harcourt Brace Jovanovich, 1978.
The rag doll marries the broom handle and a grand procession of nonsensical characters join the celebration.

Schwatz, Alvin. Busy Buzzing Bumblebees and Other Tongue Twisters. Illustrated by Kathie Abrams. Harper & Row, 1982.
Forty six easy-to-read tongue twisters include old and new expressions.

Schwartz, Alvin. Flapdoodle; Pure Nonsense from American Folklore. Illustrated by John O'Brien. Lippincott, 1980.
This collection of pure nonsense contains jokes, riddles, parodies of nursery rhymes, limericks, anecdotes and visual humor.

Schwartz, Alvin. A Twister of Twists, A Tangler of Tongues. Illustrated by Glen Rounds. Lippincott, 1972.
Some of the twisters are brief phrases, others are poems or stories but all will delight young and old.

Schwartz, Alvin. Whoppers: Tall Tales and Other Lies Collected from American Folklore. Illustrated by Glen Rounds. Lippincott, 1975.
Anecdotes about ordinary people, the weather, animals and narrow escapes are among the tall tales collected by this noted folklorist.

Schwartz, Alvin. Witcracks; Jokes and Jests from American Folklore. Illustrated by Glen Rounds. Lippincott, 1973.
This collection of humor begins with outlandish lies then moves on to conundrums (riddles whose answers are puns) and also includes good natured as well as insulting jokes.

Seuss, Dr. The Cat in the Hat. Random House, 1957.
Two kids confined inside because of a rainy day meet the frisky Cat in the Hat and enjoy his zany antics.

Seuss, Dr. The 500 Hats of Bartholomew Cubbins. Vanguard, 1938.
The outlandish tale of what happens when a boy can't seem to take off his hat before the king is a good read aloud for school age children but too long for preschoolers.

Seuss, Dr. Green Eggs and Ham. Random House, 1960.
Sam-I-Am tries every way he can think of to convince his friend to try something new.

Seuss, Dr. Horton Hatches the Egg. Random House, 1940, 1968.
Mayzie, the lazy bird, persuades Horton the Elephant to sit on her egg so she can fly off on vacation.

Seuss, Dr. If I Ran the Zoo. Random House, 1950.
Young Gerald McGrew declares he'd make a few changes if he ran the zoo, including bringing back exotic silly animals.

Seuss, Dr. Marvin K. Mooney Will You Please Go Now! Random House, 1972.
This story in rhyme suggests a number of outlandish ways for Marvin to leave.

Seuss, Dr. One Fish Two Fish Red Fish Blue Fish. Random House, 1960.
Among the funny animals described in this book are the seven-hump Gump and a Zeep.

Seuss, Dr. On Beyond Zebra. Random House, 1955.
Conrad Cornelius O'Donald O'Dell knows all 26 letters of the alphabet so he goes on to learn more.

Seuss, Dr. Scrambled Eggs Super. Random House, 1953.
Peter T. Hooper concocts scrambled eggs out of exotic animal eggs that you'll only discover in nonsense books.

Seuss, Dr. The Sneetches and Other Stories. Random House, 1961.
The Star Bellied Sneetches argue with the Plain Bellied Sneetches in one story in this book of silly stories.

Seuss, Dr. Yertle the Turtle and Other Stories. Random House, 1950, 1958.
Yertle the Turtle and Gertrude McFuzz are just two of the silly animals you'll meet in these Seuss stories.

Shannon, George. The Piney Woods Peddler. Illustrated by Nancy Tafuri. Greenwillow, 1981.
Cumulative tale about a peddler who trades for a silver dollar includes several catchy jingles for a fun read aloud.

Small, David. Imogene's Antlers. Crown, 1985.
When Imogene wakes up to find she has grown antlers a whole series of absurd incidents follow.

Stamaty, Mark Alan. Where's My Hippopotamus! Dial, 1977.
Henry's pet hippopotamus disappears so he goes on a wild goose chase to track down the lost pet. Stamaty's off the wall humor appeals to middle elementary grades.

Terban, Marvin. In a Pickle and Other Funny Idioms. Illustrated by Giulio Maestro. Clarion, 1983.
The text explains 30 silly idioms and the pictures show the confusion caused in using a literal interpretation.

Thaler, Mike. Funny Side Up! Scholastic, 1985.
America's riddle king gives kids tips for writing their own

riddles.

Thaler, Mike. There's a Hippopotamus Under My Bed. Watts, 1977.
A boy wants to keep a hippopotamus under his bed, but the zoo keepers come to take it back to the zoo.

Tripp, Wallace. A Great Big Ugly Man Came Up and Tied His Horse To Me. Little, Brown, 1973.
Some of the verses in this collection are taken from traditional nursery rhymes and others are from modern sources but they are all funny.

Turner, Ann. Tickle a Pickle. Illustrated by Karen Ann Weinhaus. Macmillan, 1986.
Nineteen silly poems include the "Tickle a Pickle" verse that will inspire you to create even more silly food rhyming pairs.

Vaughn, Marcia. Wombat Stew. Illustrated by Pamela Lofts. Silver Burdett, 1984.
A bunch of silly animals outsmart a dingo who relishes in making a wombat stew.

Wescott, Nadine Bernard. I Know An Old Lady Who Swallowed A Fly. Little Brown, 1980.
An old lady swallows a fly then proceeds to swallow animals in increasingly larger sizes to get rid of the previous pests in this hilarious picture book version of the folk song.

Wescott, Nadine Bernard. Skip to My Lou. Little Brown, 1989.
A whole series of silly catastrophes happen when a young boy is left in charge of the farm when his parents go out. This story told in illustrations adds to the traditional song.

Wolcott, Patty. Pickle Pickle Pickle Juice. Illustrated by Blair Drawson. Addison-Wesley, 1975.
Hilarious illustrations add to the easy-to-read text of Peter who picks a mound of pickles only to have them pop and become pickle juice.

Books for Older Kids
A Selected Bibliography

Here is a very brief sampling of some of the humorous books for older kids. Most of the authors listed here have written several other titles that you could suggest to middle and upper elementary school students.

Blume, Judy. Superfudge. Dutton, 1980.
One of Judy Blume's most popular humorous books for kids relates the madcap adventures of Fudge and his older brother Peter. The boys find out that their mother is expecting.

Cleary, Beverly. Ramona Quimby, Age 8. Morrow, 1981.
This is just one of the many popular Ramona books but one of the funniest. In this story Ramona gets an egg shampoo unexpectedly!

Dahl, Roald. The BFG. Farrar Straus Giroux, 1982.
The BFG (Big Friendly Giant) kidnaps Sophie from the orphanage and takes her back to Giantland where she meets a beastly crew. As the story develops, Sophie and the BFG conspire to put an end to the loathsome activities of the giants who eat "human beans." The word play in this book makes it a good read aloud choice for older kids.

DeClements, Barthe. Sixth Grade Can Really Kill You. Viking Penguin, 1985.
At first Helen thinks sixth grade will be a better school year, but her teacher, Lobb the Blob, makes things so hard for her that Helen decides to live up to her nickname "Bad Helen." Helen's learning disabilities are handled with sensitivity and gentle good humor that should help not only special students but all kids to gain understanding of differences. De Clements has written several other popular books with the same characters.

Delton, Judy. Angel's Mother's Boyfriend. Houghton Mifflin, 1986.
Ten year old Angel is worried that her mother is in tax trouble when letters start arriving from Washington, D.C. But when she discovers they are from a man her mother has met on vacation she then has to come to terms with the fact the Rudy is a clown. Delton's Angel books are popular with middle grade students.

Gilson, Jamie. Hobie Hanson, You're Weird. Lothrop Lee & Shepard, 1987.
Hobie Hanson is not looking forward to summer vacation since his best friend is going away to camp, but some unexpected events such as winning a pie-eating contest change the picture.

Hass, E. A. Incognito Mosquito, Private Insective. Lothrop Lee & Shepard, 1982.
With a combination of word play and mystery, the popular mosquito detective performs exploits with Mickey Mantis and the Warden of Sting Sting Prison.

Howe, Deborah, and James Howe. Bunnicula. Atheneum, 1979.
This is the first book in the series about Harold the dog who finds Bunnicula, a vampire rabbit, at the neighborhood movie theatre. When the rabbit comes home with Harold, all the vegetables in the refrigerator mysteriously turn white.

Hurwitz, Johanna. Aldo Applesauce. Morrow, 1979.
At first Aldo Sossi, a shy fourth grader, has trouble adjusting to a new school in the middle of the year, especially since he earns the nickname "Applesauce." But in the end he makes at least one special friend. Hurwitz's Aldo books are popular in addition to her other humorous titles.

Lowry, Lois. Anastasia Again! Houghton Mifflin, 1981.
In this Anastasia book, the heroine is twelve and totally distraught because her family is going to move to the suburbs. She doesn't jump out the window after she eats her chocolate pudding as she declares but the adjustments she undergoes make humorous reading for middle grade students.

Manes, Stephen. Be a Perfect Person in Just Three Days! Clarion, 1982.
Milo Crinkley finds a book in the library that promises to turn him into a perfect person. Some of the steps he takes include wearing a broccoli necklace and fasting.

Miles, Betty. The Secret Life of the Underwear Champ. Knopf, 1981.
Larry Pryor is "discovered" on a New York City street and is signed up to make commercials. But when he discovers that he has to play baseball in his underwear on television, he wonders how he will keep his new career a secret.

Pinkwater, Daniel Manus. Fat Men From Space. Dodd, Mead, 1977.
After he goes to the dentist for a new filling, William begins to receive radio messages through his tooth. The messages tell about an invasion of fat spacemen who come to confiscate all the junk food on earth. Pinkwater's numerous books all feature a special off the wall humor.

Richler, Mordecal. Jacob Two-Two and the Dinosaur. Knopf, 1987.
Jacob Two-Two's father brings him back a small lizard from Kenya that grows to become a Diplodocus. The beast creates such havoc that Jacob runs away with him to British Columbia.

Rockwell, Thomas. Hot To Eat Fried Worms. Watts, 1973.
Billy bets his friend Alan $50 that he will eat 15 worms.

Smith, Robert Kimmel. Jelly Belly. Delacorte, 1981.
Ned Robbins changes from a skinny kid to a "jelly belly." In desperation his family sends him to Camp Lean-Too to lose weight, but he goes to extremes to find food to satisfy his hunger.

Wallace, Bill. Ferret in the Bedroom, Lizards in the Kitchen. Holiday House, 1986.
Because Liz is running for class president, she insists that her zoologist father must get rid of all the animals he keeps around the house or she will jeopardize her chances. When the animals are gone, she realizes winning may not be as important as she thought.

Resource Bibliography

Bauer, Caroline Feller. Handbook for Storytellers. ALA, 1977.
Multi media approach to sharing stories from puppetry to creative dramatics contains numerous annotated bibliographies.

Bauer, Caroline Feller. Presenting Reader's Theater. Wilson, 1987.
This much needed resource adapts popular children's books for reader's theatre presentations. The selections are brief, appealing, and immediately useable.

Brown, Marc. Finger Rhymes. Dutton, 1970.
----------. Hand Rhymes. Dutton, 1985.
Two collections of traditional fingerplays with little diagrams to show you how to do them are also attractively illustrated.

Champlin, Connie, and Nancy Renfro. Storytelling with Puppets. ALA, 1985.
Puppet construction and presentation methods for sharing dozens of stories.

Elbert, Carol, and Robin Currie. Rainbows and Ice Cream: Storytimes about Things Kids Like. Illustrated by Rene Lynch. Iowa Library Association, 1983.
Storytime programs on popular themes are suggested along with appropriate books, a craft idea, and a fingerplay too.
Sequel: Double Rainbows: More Storytimes About Things Kids Like. 1989.

Freeman, Judy. Books Kids Will Sit Still For. Alleyside Press, 1984.
Annotates over 1,000 books for K-6 with suggestions for literature based activities.

Freericks, Mary, with Joy Segal. Creative Puppetry in the Classroom. New Plays, 1979.
Puppet making, manipulation, and specific uses of them in the classroom and library will be useful for the novice and the experienced.

Glazer, Tom. Eye Winker, Tom Tinker, Chin Chopper: Fifty Musical Fingerplays. Illustrated by Ron Himler. Doubleday, 1973.
Popular fingerplays are included along with a description of the appropriate actions, piano music and guitar chords too!
Companion title: Do Your Ears Hang Low?

Heuer, Elain Engle. "I Want to Paint a Zebra But I Don't Know How." Small Business Press, 1987.
Paperback teacher's guide to art appreciation describes step by step activities for cutting, gluing, working with clay, painting. Developmentally sound methods are described.

Irving, Jan. Fanfares: Programs for Classrooms and Libraries. Illustrated by Karen Myers. Teacher Ideas Press, 1990.
Twelve chapters describe complete programs or units on twelve different topics from mummies to American tall tales and humor. Based on school age programming in a library setting, includes patterns for crafts and ideas for sharing books.

Irving, Jan, and Robin Currie. Full Speed Ahead: Stories and Activities For Children on Transportation. Teacher Ideas Press, 1988.
---------. Glad Rags: Stories and Activities Featuring Clothes for Children. Libraries Unlimited, 1987.
---------. Mudluscious: Stories and Activities Featuring Food for Preschool Children. Libraries Unlimited, 1968.
Each title introduces complete text for 200 activities from fingerplays to flannelboard stories, crafts, games, and more. Each book has a chapter of silly activities associated with the theme.

Kohl, Mary Ann F. Mudworks: Creative Clay, Dough, and Modeling Experiences. Bright Ring Publishing, 1989.
Playdough, bread dough, edible dough and more! Available by writing to the press at Box 5768, Bellingham, WA 98227.

MacDonald, Margaret Read. Booksharing: 101 Programs to Use with Preschoolers. Library Professional Publications, 1988.
Program planning guide with specific suggestions for books, songs, films, and activities on topics that appeal to young children from an expert in the field.

McElmeel, Sharron L. An Author a Month (for Pennies). Libraries Unlimited, 1988.
Nine complete units and three capsule units for sharing authors with children. Units on Bill Peet, Dr. Seuss, and Steven Kellogg will be particularly good for this summer.

Nelson, Esther. The Silly Songbook. Sterling, 1981.
Collection of traditional and original songs includes odd animals, silly songs, songs that won't end as well as a making up your own verses section.

Nobleman, Roberta. Mime and Masks. Illustrated by Katherine McCabe. New Plays, 1979.
Divided into three parts, the first describes use of mime, the second shows a variety of masks, and the third provides scenes to use with both.

Polkingharn, Anne F. and Catherine Toohey. Creative Encounters: Activities to Expand Children's Responses to Literature. Libraries Unlimited, 1983.
Annotates over 50 picture books and includes simple ideas for artistic and creative projects to inspire imaginative thinking.

Price, Lowi, and Marilyn Wronsky. Concoctions. Dutton, 1976.
Recipes for such silly concoctions as tooth paste putty and

different doughs that use household ingredients.

Raffi. The Raffi Singable Songbook. Crown, 1980.
-----. The Second Raffi Songbook. Crown, 1986.
Traditional songs and original ones by the popular song maker are included along with music and pictures. Many are humorous.

Raines, Shirley C. and Robert J. Canady. Story S-t-r-e-t-c-h-e-r-s: Activities to Expand Children's Favorite Books. Gryphon House, 1989.
Seventeen popular themes are presented with activities built around five books for each theme. The activities encourage learning centers and were developed for school settings but the ideas are useful for libraries as well.

Sattler, Helen Roney. Recipes for Art and Craft Materials. Lothrop, Lee & Shepard, 1987.
This newly revised edition contains dozens of recipes for glues, modeling compounds, paints, etc. to make from ordinary materials.

Sitarz, Paula Gaj. Picture Book Story Hours: From Birthdays to Bears. Libraries Unlimited, 1987.
Specific books and activities are outlined for a number of different themes that young children will enjoy.

Sloyer, Shirlee. Readers Theatre: Story Dramatization in the Classroom. NCTE, 1982.
Suggestions for selecting and adapting materials include sample passages from poems and plays. Procedures for presenting and follow up activities are given.

Watson, Clyde, and Wendy Watson. Father Fox's Feast of Songs. Philomel, 1983.
Twenty one original, fun songs in the nursery rhyme tradition include many appropriate for this summer's theme such as "Dilly Dilly" and "Bimbo Bombo."

Resources

Here are some out-of-the-ordinary sources for items beyond usual print and non print materials libraries add to their collections. Try these places for book related toys, promotional materials and programming supplies.

Acorn Products .....Sources for paper dolls
c/o Burr Oak Press, Inc. puppets, book related
8717 Mockingbird Rd. S. cookie cutters, stencils,
Platteville, WI 53818 toys, and more
Phone 608-348-8662

Book Mates.....Source for book related
1-800-243-4504 dolls, puppets, stuffed
animals

Childcraft.....Educational toys, arts
1-800-631-5657 and crafts
20 Kilmer Road
Edison, NJ 08818

J.S. Latta's.....School supplies, arts
1-800-772-2961 and crafts, games, toys,
Box 128 equipment
Cedar Falls, Iowa 50613

Kidstamps.....The greatest source of
1-800-727-5437 book related stamps
P.O. Box 18699
Cleveland Hts., OH 44118

Upstart.....Library related
1-800-448-4887 promotional items from
32 East Avenue bookmarks and posters
Hagerstown, MD 21740 to t-shirts and buttons

CLIP ART

SILLY DILLY SUMMER

SILLY DILLY SUMMER

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Silly Dilly Summer

EVALUATION

1990 Summer Library Program

Name of Library _____

Person in Charge _____

Dates of Program _____

Number of Children Participating:

_____ Reading Books (total enrollment)

_____ Received Certificates (finished program)

_____ Attending Library Programs (total attendance)

Rate the materials in "Silly Dilly Summer" Program package by checking an appropriate column.

	USEFUL	SOMEWHAT USEFUL	NOT USEFUL
Poster	____	____	____
Bookmarks	____	____	____
Certificate	____	____	____
Sticker	____	____	____
Manual	____	____	____
Activity Sheets	____	____	____
Publicity Ideas	____	____	____
Program Ideas	____	____	____

If you have a particular problem with an aspect of the manual or publicity materials, please identify your concern and provide a suggestion for how to improve.

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Des Moines, Iowa 50319